



## ISTE DigCit PLN Pokémon Go Report

### Education General Conversation



*As an academic researcher, educator, and parent, I have watched with great interest as the phenomenon of Pokemon Go has rapidly entered the everyday lives of adults and children alike. Through interactions and conversations with my own children, I have witnessed the various forms of learning and applications of a variety of skills that are taking place without any sort of educational intervention, and I have already had several opportunities to present to educators about some of the curricular connections that exist.*

*Numeracy is perhaps the most obvious curricular connection. For instance, without my guidance, my nine-year old son (who feels that math is not his “thing”) was able to determine the most efficient use of the infinity egg incubator (that it should be only used on 2K eggs) in order to clear the greatest number of eggs from the Pokemon Go egg tray. As well, he was able to recognize strategies for maximizing evolution combat power (CP) of Pokemon Go characters using Pokemon Go evolution calculators available on the web. There are certainly a great number of mathematical concepts (ratios, estimation, frequency, multiples, probability, range, mean, factors, distance, measurement, mapping) that could be discussed through the typical activities presented in Pokemon Go.*

*Other subject-area connections exist as well. In relation to health and fitness, Pokemon Go has allowed for rich opportunities for open discussion with my children on topics such as movement, health tracking, gaming addiction, personal safety, attention, and other issues that are important for all of us in a technology-infused world. As well, in terms of information literacy, widely circulated Pokemon Go “hacks” (which are not always accurate, and sometimes ill-intentioned) have provided rich opportunities for discussion of the authenticity and verification of source materials and the implications of utilizing false information. And from a social justice perspective, the story of Nick Johnson, the first Pokemoner who successfully “caught them all,” provides a unique opportunity to discuss wealth, economic disparities, and the digital divide which means that some individuals (with greater privilege) have advantages over other players, in both the gaming world and in life.*

*I would, however, offer this note of caution: I have been careful in the past not to rush to “educationalize” every game, social network, and virtual space that emerges. I wholeheartedly believe that educators should be aware of, and ideally experiment with, new apps and tools, as I believe that this provides a wonderful opportunity for making connections with students as well*



as equipping teachers with the knowledge and understanding to guide students to engage with technology safely and effectively. In this vein, the Back to School Advice Report provides an excellent collection of resources that speak to the social and educational effects of the game, a thorough overview of the possibilities for using Pokemon Go in the classroom, and a thoughtful summary of necessary precautions and issues to consider, and as such, the report is a very useful read for educators returning to their classrooms this fall. However, as educators, we should be mindful of the importance of youth having the necessary spaces to play in without the persistent intervention of adults hoping to co-opt spaces for specific curricular outcomes, and this should be a major consideration as we think about introducing an app like Pokemon Go into the classroom.

Famed Canadian media theorist Marshall McLuhan once noted, “A light bulb creates an environment by its mere presence;” that is, the tools and technologies that surround us play an important role in shaping our world. As such, it is vital for educators to keep abreast of emerging technologies like Pokemon Go in order to understand the world in which we and our students live. On this basis, reports like this one are critically important for all educators as we meet the changing demands, challenges, and possibilities of our connected world. **Alec Couros | Professor | ICT Coordinator | Faculty of Education | University of Regina**

**Tony Gurr** @tonygurr Following

Will PokémonGO 'Save' Education – and ELT?  
[allthingslearning.wordpress.com/2016/07/14/wil](http://allthingslearning.wordpress.com/2016/07/14/wil)

View translation

CartoonChurch.com

**EDTECH@Boise State** @edtechosu Follow

Five Things Education Technology Could Learn from Pokémon Go — Medium

Five Things Education Technology Could Learn from Pokémon Go  
 Ok, I have a confession. Last Thursday, I became yet another Pokémon Go-related statistic when I fell into a hole while walking around my...

medium.com

**Level Up Village** @levelupvillage Follow

How could teachers leverage #PokemonGO? levelupvillage.com/pokemon-go-or-... #edchat #elemchat #games4ed #gamification #edchat #edtech #mathed #gaming

Pokemon Go or No Go? Is There Educational Value in this Latest Craze?  
 Pokemon GO has officially swept the world into a frenzy, but should parents & educators support kids' interest in the game? Jake Parmentier takes a look.

levelupvillage.com

**Martin Burrett** @C10nige Following

Pokémon Go and Education -  
[ukedchat.com/2016/07/15/pok...](http://ukedchat.com/2016/07/15/pok...)

View translation

RETWEETS 6 LIKES 4

**Brett Henebery** @brett\_henebery Follow

I spoke to teacher Craig Smith about how he is using the Pokemon Go app to improve learning  
[tinyurl.com/gsrppuq](http://tinyurl.com/gsrppuq)

**VladK** @MedGizmo Follow

Should #teachers care about #PokémonGo? [goo.gl/YLM8iJ](http://goo.gl/YLM8iJ) #edtechchat #mlearning #edtech ##software

Should teachers care about Pokémon Go?  
 What are the key things teachers can observe and learn from this?

1. Multitonal connectedness is associated with bridging and bonding social capital.
2. Playing with existing offline friends is associated with bonding social capital.
3. Playing with offline and online friends is associated with bridging social capital.
4. Multitonal connectedness moderates the relationship between players and social capital.

**CyberHound** @CyberHound3ST Follow

Something to think about with the #pokemongo trainers [buff.ly/29T14bP](http://buff.ly/29T14bP) School off limits during school hours.

**Stitch ID** @stitchID Follow

Pokemon Go, or The Next Next Big Thing in Education: Read our newest blog post [#pokemongo #edtech | online.stitch.edu/Blog.aspx?id=2...](http://online.stitch.edu/Blog.aspx?id=2...)

**ED WEEK** @educationweek Following

A look at the pros and cons of Pokemon Go for educators: [blogs.edweek.org/edweek/Digital](http://blogs.edweek.org/edweek/Digital)





## Education General Conversation

This is a collection of articles includes a range of perspectives - from proponents to detractors - about the potential that Pokemon Go may have in the classroom

As with any new idea in education and, as advocates of the Digital Citizenship agenda all the views below matter and will have some merit and would like to remind people that the articles in each section are in chronological order.

Given the range of voices and, after framing the discussion in terms of the Technology Adoption Cycle, with the exception of saying “Pokemon Go sure appears to be an ‘Educational’ app to us” based on the criteria set out in [Putting Education in “Educational” Apps: Lessons From the Science of Learning](#). We’ll leave it up to the reader to weigh up the arguments in this collection of articles.



*This report is quite comprehensive and does a good job at presenting both sides. Whether Pokemon Go is a flash in the pan or a lasting trend, schools need to be aware of what it is because their students are using it. In the constant effort of educators to stay relevant and engaging with their students, Pokemon Go can be a vehicle to make some connections with kids. Modern teachers needs to be able to move into their students' world, even if they are not comfortable there; embrace the change and ask "Why not?"* **Bob Abrams** | [Assistant Principal](#) | [Joliet Township High School](#)



Interested in exploring the potential of Pokemon Go in Education?  
[Complete this form for more updates](#)





## Education General Conversation Extracts and Insights

### [The Ed Tech Maniacs: Pokemon GO, Summertime Fun, and Your Classroom](#)

these same kids will enter your classroom and all of that mystery and excitement and adventure will come to a crashing halt.

Are you offering them the world...or are you taking theirs away from them?



### [Pokemon GO: What Education Should Be](#)

People are connecting and making friends in the strangest ways.

There are no racial or economic barriers between us. We are united, at least for a few minutes. And in today's world, that's a huge benefit and need.

In my perfect world, learning at school would look like Pokemon GO. It would be active, it would allow people of all ages to come together to solve problems, it would be engaging, it would be fun, and people would feel good about what they learn and accomplish. How do we do that? Well, I'm not completely sure

### [Don't overlook teaching potential of Pokemon Go](#)

As a mom and a teacher, I can tell you if we could harness and utilize the power of Pokemon, we would be able to reach a lot of children we might characterize as reluctant learners.



### [Pokemon Go, or The Next Next Big Thing in Education](#)

Surely, the success of Pokemon Go will renew conversations rife with ed tech buzzwords: gamification, digital nativism, mobile learning, 21st century skills, et al..

What should we as instructional designers and educators take away from the Pokemon Go phenomenon? How should it influence our design and development? Not much, probably, except to inject a healthy dose of skepticism for lazy narratives about "what's going to change education!"

### [Meet the teacher who's using Pokemon Go to make his classes awesome - Techly](#)

While it's unlikely that Pokemon Go will be used as a regular classroom tool, Smith sees potential for it to be a useful supplement.

"I might set them homework over the weekend, saying 'I want you to explore your town,'" he says. "If they're already using Pokemon Go, they can submit their screenshots."



### Will PokemonGO 'Save' Education - and ELT?

I've always had a healthy suspicion about blog posts that seem to jump on the latest bandwagon...or the next 'big' thing (esp. when that thing is technology-driven).

What we are seeing with the mad rush to get Pokemon GO posts into the blogosphere (I hope) by EDUCators is not thinly-veiled attempts at shameless self-promotion

but rather, in George's words, they are a few initial 'iterations' of how we can make Pokemon GO 'fit' the vision we have for EDUCation.

### When Tech Met Ed...

Is this how we get millennials into and experiencing the parks? I read an article today that made a statement that took my attention. "Pok'emon Go managed to accomplish something that museums, historic sites and others have struggled with for years: Getting a generation of nerds into the world to discover it, and its stories, anew."

### School uses Pokemon Go to boost learning

"It's getting kids outside and getting them active, and that's never been more important. We have kids who are grossly unfit on average and are in danger of suffering from chronic disease and mental health issues as a result,"

"I think it's problematic. Smart phones in schools are an issue. The average Australian kid already spends 23 hours a week on their phone,"

"But if schools are ok with kids being on their phones, it's probably best they're playing Pokemon Go because it involves them being outside and being active,"

### Educators see gold in Pokemon Go

Teachers could use the game to get students to explore and research important historic Poké Stops near their home or school.

though the USA had long suffered from a stubborn academic achievement gap between poor minority children and white middle-class kids, he knew of no "Pokemon gap."

if we were to turn Pokemon into a school subject, "certain children, many of them poor, would all of a sudden have trouble learning Pokemon."

**V K**  
@MedGizmo\_ed

**#Educators see gold in #PokémonGo**  
[goo.gl/xNLNoz](http://goo.gl/xNLNoz) #elearning #edtechchat #mlearning

**Educators see gold in Pokémon Go**  
Greg Toppo, USATODAY 7:30 a.m. EDT July 16, 2016

Each night this week, Kellian Adams-Pletcher and her husband Brian have looked out from their Somerville, Mass., home and seen the same thing: dozens of people, all sitting in the tiny park across the street, mobile phones in hand.

The crowds are, of course, hunting for elusive digital monsters in the augmented reality game **Pokémon Go**. Turns out the park has four "Poké Stops," virtual hotspots where the sought-after creatures and supplies can be found.

**Up&Up**  
@upandupagency

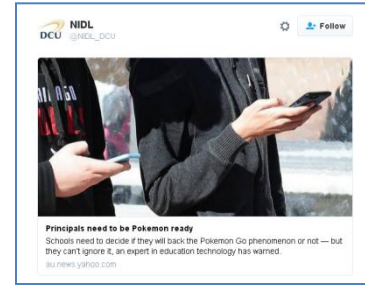
Look at those eager students running to summer school class! Oh wait---[buff.ly/29JXl4t](http://buff.ly/29JXl4t)  
**#PokemonGO #higherred**



### Principals need to be Pokemon ready

Schools need to decide if they will back the Pokemon Go phenomenon or not — but they can't ignore it, an expert in education technology has warned.

"It's a concern that a lot of school principals wouldn't even have contemplated that it's a thing, and it will catch a few of them out."



### Pokemon GO, Augmented Reality, and Education

Hooking up with a site like Coursera would allow course content to be developed around a single topic which would be augmented to show meaningful real-world things and how they work.

### The teachers who are planning to outsmart the Pokemon Go craze

The worldwide phenomenon could also provide an unexpected insight specifically for children in rural and remote areas.

What I think it will bring for a small country school is that connectedness to the global world



Good teachers have always looked for opportunities in the world of the kids and indeed our own world - but also look for opportunities to draw kids into the learning experience

"I go back through even the modern era - what to do about mobile phones - and probably my school and most schools have been through the 'lets just ban them and not bring them to school'," he said. "That just proved to be a) impractical, but also b) a waste of a learning opportunity."

"Crazes come and go, they're all learning opportunities, it's just a question of how cleverly teachers can catch them."

### 5 Ways to Trick Students Into Learning with Pokemón Go

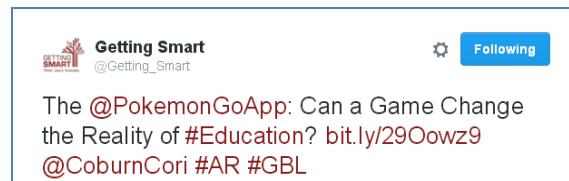
Again and again, the best advice I've gotten from teachers is to follow the students' passions

### Pokemon GO: Can an AR Game Change the Reality of Education?

many educators are still undecided about whether this game is a breath of fresh air or unsuitable for learning. If we all stop and think for a moment though, there really are some great learning opportunities to consider here.

AR games will only become more pervasive as technology continues to evolve to satisfy the demand for a more immersive entertainment experience. As good stewards of digital citizenship and common-sense safety, we must prepare our youth to be safe and thoughtful as they blend technology with real word experiences.

#PokemonGoEdu is born, and we need more inspired educators to add it as a possible resource for engaging our youth. Real growth in learning will never be about the trend or the tool, but rather about the ability for educators to connect ideas, innovation and the interest of our learners.





### [Policymakers: Play Pokemon Go, or Shut Up About It](#)

You cannot prattle at a child outside of that child’s universe and expect them to learn in a meaningful, retaining way. That’s lecturing, not teaching

the level of prosocial engagement I’m watching between friends and peer groups, strangers and disparate demographics alike is astonishing. I’m hearing teacher after teacher, parent after parent talk about how much more time families are spending together walking outside, how much fun they’re having exploring, how many discoveries they are making in their communities.

I can think of a dozen ways to use PG in a classroom right this moment, and if you think I will not use every possible vehicle at my disposal to help any individual child learn, you are out of your mind. That’s my job.

**Keith Reeves**  
@reeveskd

#Education & #EdTech Policymakers: Play #PokemonGo or shut up about it (Leave it to a #gamer to push buttons LOL)  
kdreeves.com/pokemongo/

Consequently, I repeat: If you haven’t played Pokemon Go, shut up about it. The rest of us are busy trying to ensure that we’re engaging in best practices with the single most important technological advent of 2016 leading up to another school year.

### [Evaluating the Power of Pokemon Go: Q&A with James Gee](#)

Public spaces, which historically in the 19th and early 20th centuries were places where everyone could come together and promenade and be in public—all classes of people—that doesn’t really exist anymore in America. We are highly segregated by class

There isn’t an American public anymore that crosses classes and shares stuff as citizens. Social media and the internet mitigate that a little bit, but our neighborhoods are quite disparate. A common public culture is gone.

#### [Pokemon Go: A window into how we might reimagine learning #BecomingBrilliant](#)

Two weeks ago, a casual pedestrian would have feared a band of young folks roaming the hood at 9:00 p.m. They might have even reported them to the police.

Pokemon GO morphed those kids from a potential gang, into a group of joyful contestants who are collaborating and strategically communicating to find the animated intruders.

Imagine taking field trips where instead of viewing cute creatures, a Pokemon spinoff offers up historical figures that give a set of clues in a geocache game

This would be but one step removed from living in the movie "National Treasure."

Might Ben Franklin appear in Philadelphia at his printing press?

Could we experience Lincoln's civil war address while standing on the real battlefield?

Could we study the architectural designs of buildings or bridges while playing and gazing at the real structure in the background?

#### [Should teachers care about Pokemon Go?](#)

Anyone who separates games and learning really knows little about either these days because the two things are inseparable in children’s media culture today



Interested in exploring the potential of Pokemon Go in Education?

[Complete this form for more updates](#)

