Appendix 1 - Negative Stories and Aspects of Pokemon Go

(Part of the ISTE DigCit PLN Pokemon Go Report)

The following articles detail some of the more negative (and bizarre) stories about Pokemon Go. Our particular favorites being all the ways that Pokemon Go will kill you.

Also the false stories prove to be a valuable lesson in Digital Citizenship… and that you can't always believe what you read in the mainstream or social media ;)

If the overwhelmingly positive examples do not convince you to explore this game and/or the negative stories here are more persuasive then it is possible that it is only when a significant body of case studies demonstrate that the game has value/is not "just another fad or flash in the pan."

This is an understandable perspective and we hope to bring you news of these case studies as and when the DigCit, Games and other ISTE PLNs become aware of them.

Interested in exploring the potential of Pokemon Go in Education?
Complete this form for more updates

When asking people from within and outside the education sector to provide their feedback and input about Pokemon Go in education Sandy Duncan who is the Managing Partner at Ferno Technology LLP provided his insights regarding the positives and negative aspects of the game in general as well as in education.

Positives

1. Exercise is a real positive. I've found myself walking an extra km or so, just to hatch an egg.

2. I've also walked to get to Poke-stops and the odd Gym

3. My biggest plus is some of the historical and architectural discoveries I've made. Even in a little town local to me like Romsey there are tens of places that had been off my radar until now. BUT, In a big city like London this isn't necessarily amplified due to distances between Poke-stops.

Negatives

1. I've also seen people sit in their cars to do both of the above positives. (1 and 2). It's a well known fact that using a bike has some obvious advantages vs walking :)

2. This is a (badly) designed game with the main aim of extracting cash from players. My 3 biggest concerns are

   a) Very unfair advantage from Lucky Eggs and Incense. Both of which can be bought easily but gained very little from exercise and game play.

   b) The game is really only about XP. Gyms are next to useless as a gameplay incentive and there is no trading of Pokemon (yet)

e.g. My eldest son (age 16 and next eldest aged 13 have given up or are struggling because they can't buy Items freely). My 4 boys are all VERY committed gamers , but only my 12 year old has persevered at all with the game.

   c) Level progression is VERY badly designed. With no cash you hit a brick wall at about level 15/16. e.g. It takes 100,000 XP to move from level 22 to 23

ALSO - in an Education environment the "random" use of CP for wild Pokemon appears to follow few rules and is unpredictable, worse CP has NO impact on XP so a Rattata at 10CP gets me 100XP and so does a Rattata with 250CP, not exactly a good life lesson :(

3. It's completely skewed towards Urban communities. I live less than 5 miles form my nearest town, but there is no way to play the game without Incense unless I go town. .

4. Poke-stops outside residential houses skew the game. When I was in London recently there was a Poke-stop outside my Hotel room and I was able to generate Poke-balls all night :) Otherwise I have to buy them :(
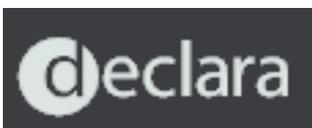
Any kid living near or at a Poke-stop will have a HUGE advantage over others and will quickly "level up"

5. Gyms don;t really contribute much to gameplay. The mechanic is pretty poor and stifles competition. A level 5 gym is almost unassailable unless you have a team to attack it. Even then, the defenders are entirely passive and can repopulate the gym without doing much as soon as they're defeated if they're close by. There is no skill involved for the attacker either other than tapping the phone screen :(

6. The (gym) game is effectively grossly skewed towards level 20 and above as they have the most powerful Pokemon by far. e.g. I have 10 Pokemon over 1,000 CP, my 16YO is level 17 and has none over 1,000

7. Due to it's bad design The game has been hacked and they'll struggle to close these down as they don't have the resources.. They've closed down some of the obvious loopholes but I've seen blatant examples of Teleporting as recently as yesterday. Here is a known hack on iOS that was working yesterday http://bgr.com/2016/08/22/Pokemon-go-cheats-ios-no-jailbreak-gps-hack/

8. There are still some serious bugs… no issue in the general population , but not suitable for education. Most serious one I can think of by example is hatching eggs (main reason to take the exercise benefit !) I've regularly (at least 25% of the time) lost eggs that were due to hatch. Also the app regularly crashes when in background mode….sounds trivial but imagine organising a class "walk" when half of the participants don't get any distance credits because they had their phones in their pockets, not in their hands. Recipe for classroom anarchy I think. **Sandy Duncan | Managing Partner | Ferno Technology LLP**