Pokemon Go and the Nine Elements of Digital Citizenship

 (Part of the [ISTE DigCit PLN Pokemon Go Report](#))

Eugenia Tamez, Educational Technology Consultant, Co-Founder of Eduktech, in Mexico and is a member of the DigCit PLN. When Eugenia told us about her work around the nine elements of Digital Citizenship in relations to Pokemon Go we were intrigued!

When my son Curran got involved and created the poster on the next page, we were so excited! What fantastic collaboration and exemplar Digital Citizenship!

Eduktech is a Mexico-based association that helps educational institutions address the challenges of implementing and using new information and communication technologies in classrooms. Eduktech provides tools to help digital age students, teachers and school administrators develop the skills they need to become authentic digital leaders. Above all, Eduktech want to help the world of education bridge the two worlds in which we live today: Real Life (RL) and the online world.
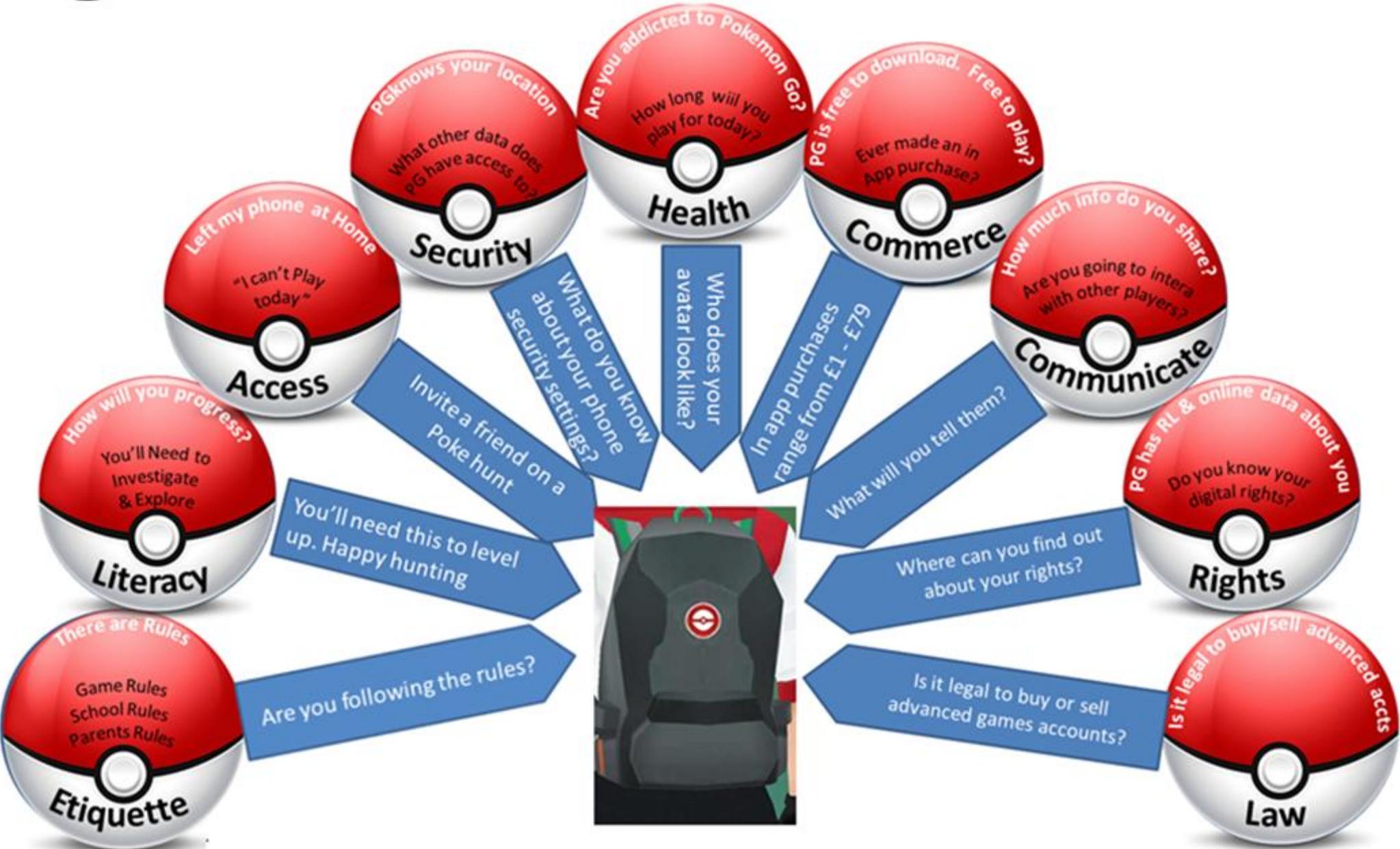

One of the most important and controversial challenges that schools, parents and communities have faced in recent months is Pokemon Go. Fans are excited by its possibilities, while "enemies" wish it had never existed. However, we think that Pokemon Go is one of the best opportunities we have seen recently to introduce the concept of Digital Citizenship to our students. With Pokemon Go, we can broadly educate across all the nine elements of digital citizenship

Besides taking care of safety, let´s change our perspective and see Pokemon Go as an opportunity to teach, learn and connect with new generations. **Eugenia Tamez (@etamez)| Educational technology consultant | Eduktech Co-Founder | [Necali Centro Educativo](#)**

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

Going on a Pokehunt?

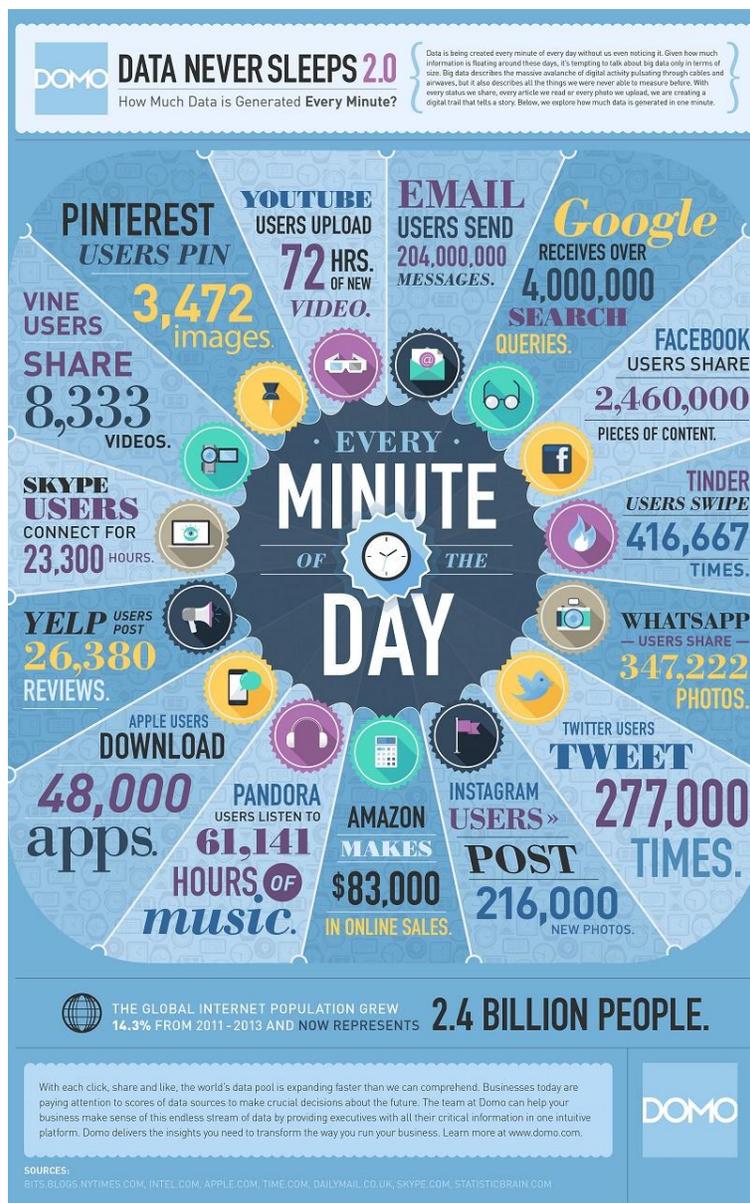...Don't forget to pack some PG DigCit

Information Overload

The infographic below highlights how much content is produced every minute.

With so many voices and opinions today, it's more important than ever for Digital Citizenship leaders to be able to make sense of new ideas and concepts and encourage critical thinking for ourselves and our students.

A quick Google search for "Pokemon Go" and 190 million results come up. An impressive achievement for a game that launched 6 weeks ago, but a challenge for time poor educators to curate, internalize and make sense of the potential opportunities (and dangers) of Pokemon Go, and other games that may follow, in Education.

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