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Web Development I SP24

FP: Proposal

The fictitious truth is the infamous Lavender Town Syndrome. This illness was said to have affected children in Japan who played the original Pokémon Red and Green back in 1996. Those affected were said to have been driven to suicide due to the abnormally high frequencies contained within the Lavender Town theme. Co-aside this incident is Episode 38: Electric Soldier Porygon of the Pokémon anime. This is the most famous of the banned episodes. It is banned everywhere in the world including Japan. During the episode when Ash and co. are with Porygon in Cyber Space, missiles get fired at them from Team Rocket. Pikachu blasts the missiles with Thunderbolt causing a flashing of red and blue which put 800 Japanese children into hospital with epileptic seizures. After this the show was put on a 4-month hiatus and was almost totally banned with Nintendo to be blamed for it. I'm interested in this topic because I think there are many reasons why this event happened in the first place. Pokémon seems to be notorious for having visual and sound effects that harm children, if on purpose or on mistake. I like to think GameFreak, the company that makes Pokémon games, are making these effects to mind control children. Childrens' minds aren't fully developed and can be molded by the simplest ideas. The fictitious organization that is presenting this material is the marketing team at Gamefreak. They are trying to sell more useless and crap merch to children. So, they have been experimenting with sound frequency and visual cues to try to trick children into begging for more Pokémon merch. But as you can see, both methods have failed. After Episode 38 of the Pokémon anime, they scraped the idea. This project became a "benevolent untruth", this would ruin GameFreak. If this would to be true, and GameFreak was exposed to the public, it could seriously hurt the company. Lawsuits, medical bills, bankruptcy, unemployment for every worker there. One of Nintendo's biggest money makers is down the drain, leaving Nintendo to work the other brands they own to work harder. Which can leave games not working, or unfinished. W=Which leaves fans disappointed. Which also makes Nintendo at a loss. Nintendo has already been blamed for one problem; they don't want to be blamed anymore.