

When the historians write the chapters about mobile gaming in the mid 2010's, Pokemon GO will be considered as landmark example of augmented reality gaming. It managed to not only incorporate geographical coordinates as part of game play, but utilized the phones cameras to superimpose imaginary monsters into the real world.

Players were forced to physically move around in the real world in order to find specific Pokemon. If you didn't walk around (or ride a bike) you couldn't progress in the game. The players were turned into controllers themselves. This was such a major shift in how we not only viewed video games, but also video game *players*. No longer was gaming it strictly a static, basement dwelling activity done alone or with a few close friends. The widespread popularity of the game, I believe, also helped push gaming deeper into the fabric of everyday life.