



POKEMON

EL HOUSSAIN

INDEX

- 01
- 02
- 03
- 04
- 05
- 06

INTRODUCTION

HISTORY

GLOBAL IMPACT AND EVOLUTION

MECHANICS

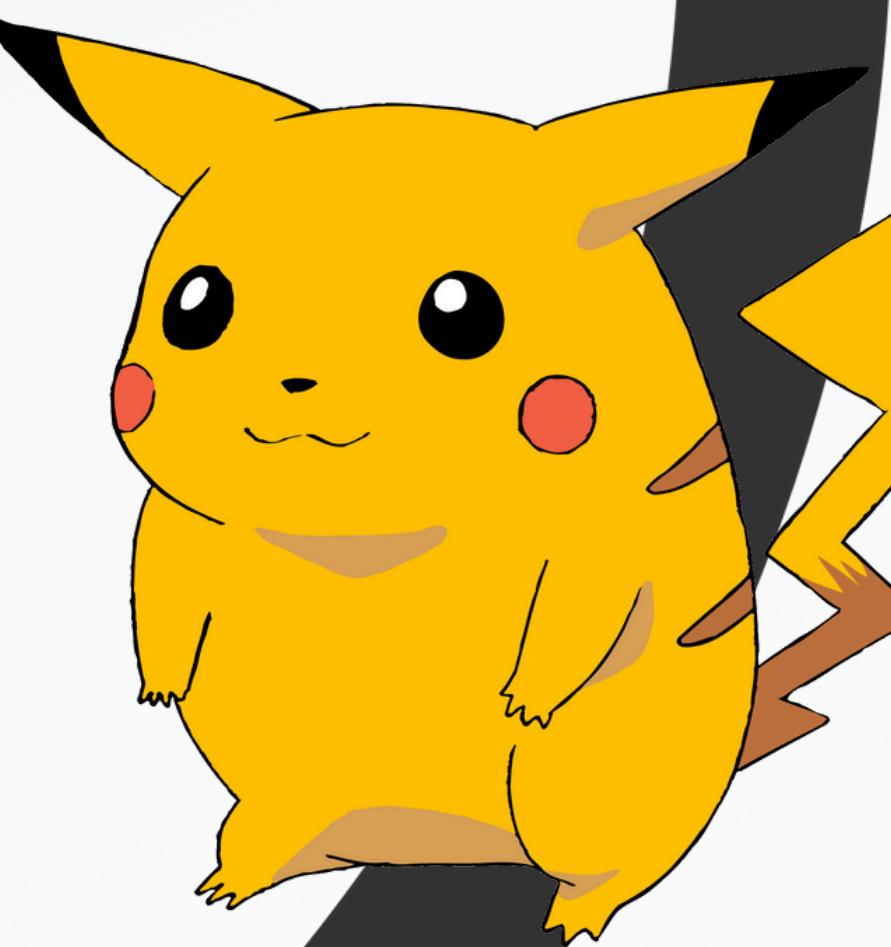
CURIOSITIES

POKEMON IN EVERYDAY CULTURE

INTRODUCTION

What is Pokémon?

Pokémon, an abbreviation of "Pocket Monsters" in English, is a media franchise created by Nintendo, Game Freak and Creatures. The series began with video games in 1996 and has since grown to become one of the most successful and recognizable brands in the world.

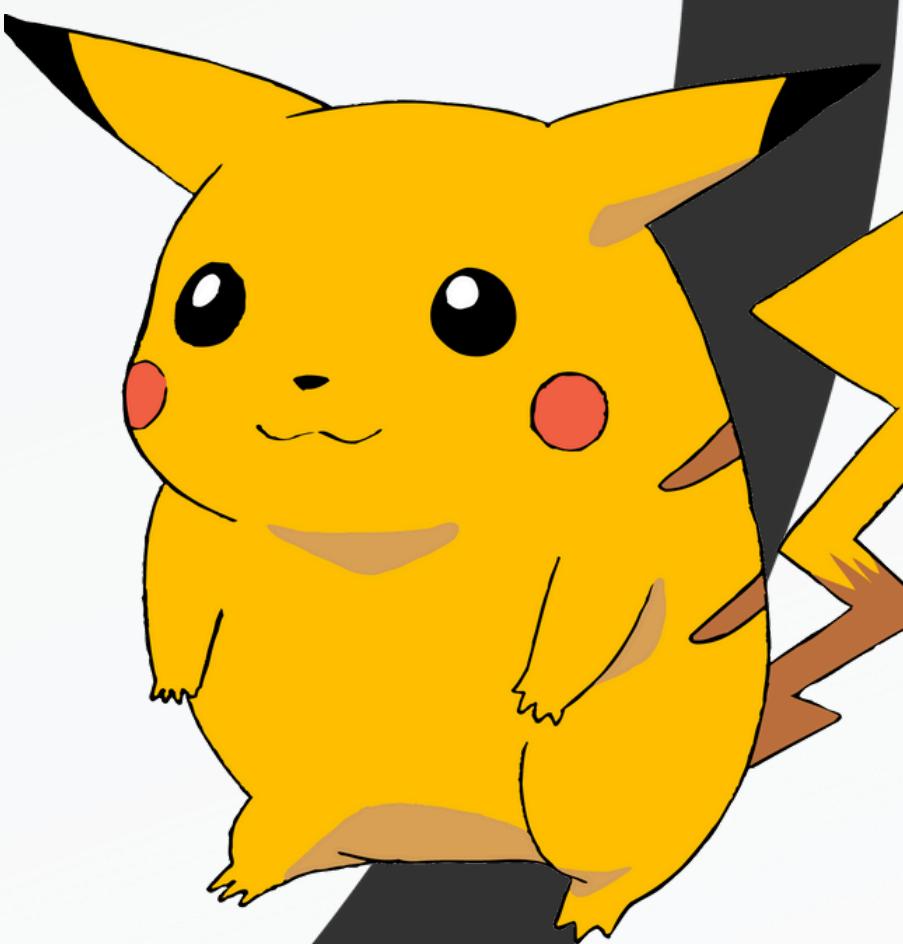


HISTORY

History of Pokémon

Origins and Development

1996–1998: Pokémon was created by Satoshi Tajiri and Ken Sugimori. The first generation of games, Pokémon Red and Green, was released in Japan in 1996.

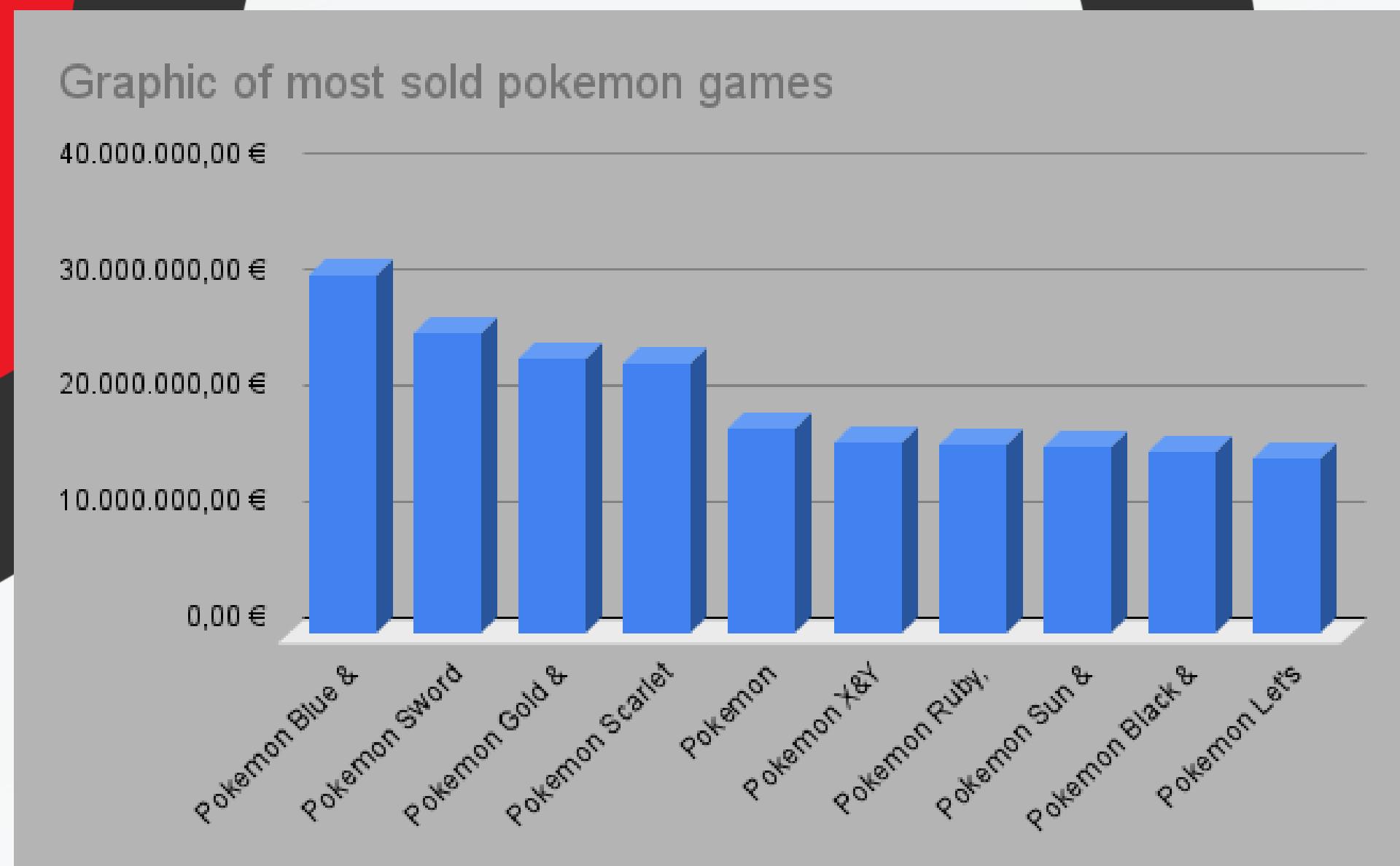


GLOBAL IMPACT AND EVOLUTION



Global Success: The franchise quickly expanded worldwide with games, TV shows, movies and toys.

Generations: Over the years, several generations of games have been released, each introducing new PokéMon species and regions to explore.



MECHANICS



Capture and Evolution: Trainers capture Pokémon and train them to evolve into stronger, more advanced forms.

Mega Evolution: Some Pokémon have the ability to temporarily mega-evolve during battles, significantly improving their stats and abilities.



CURIOSITIES ABOUT POKÉMON



Pokédex: An electronic encyclopedia that records information about all known Pokémon species.

Type chart: Each Pokémon has one or two types, and each type has strengths and weaknesses against other types.



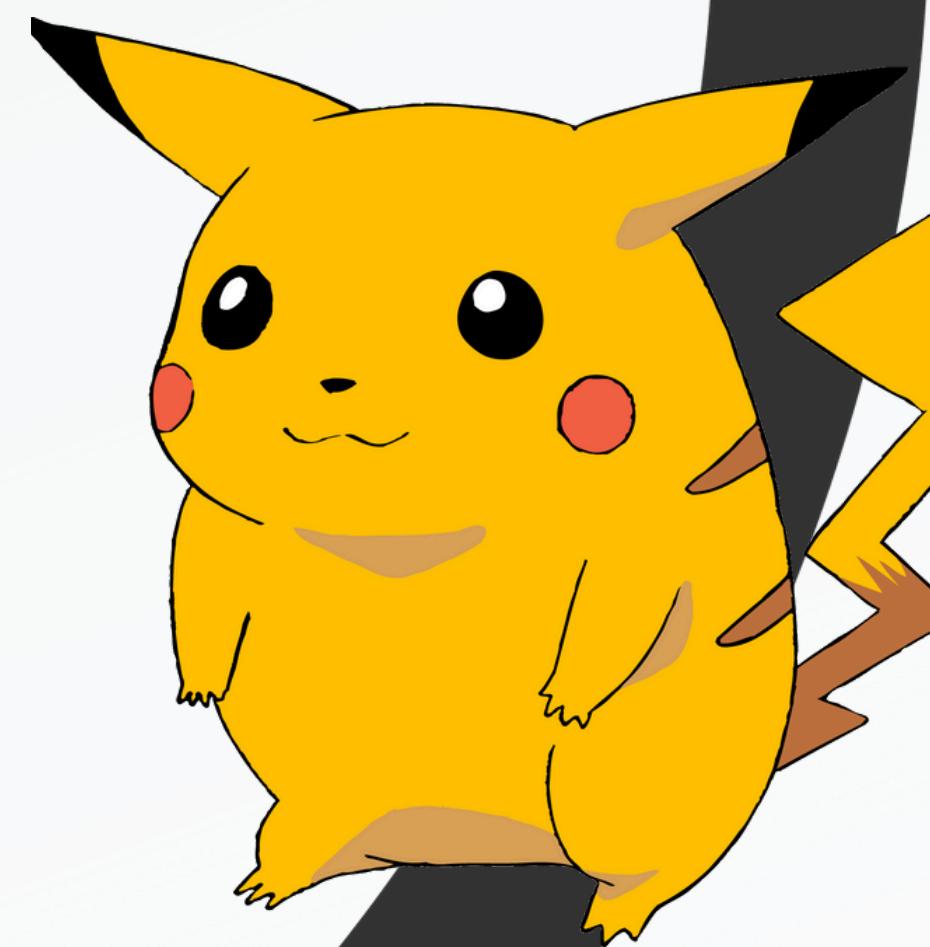
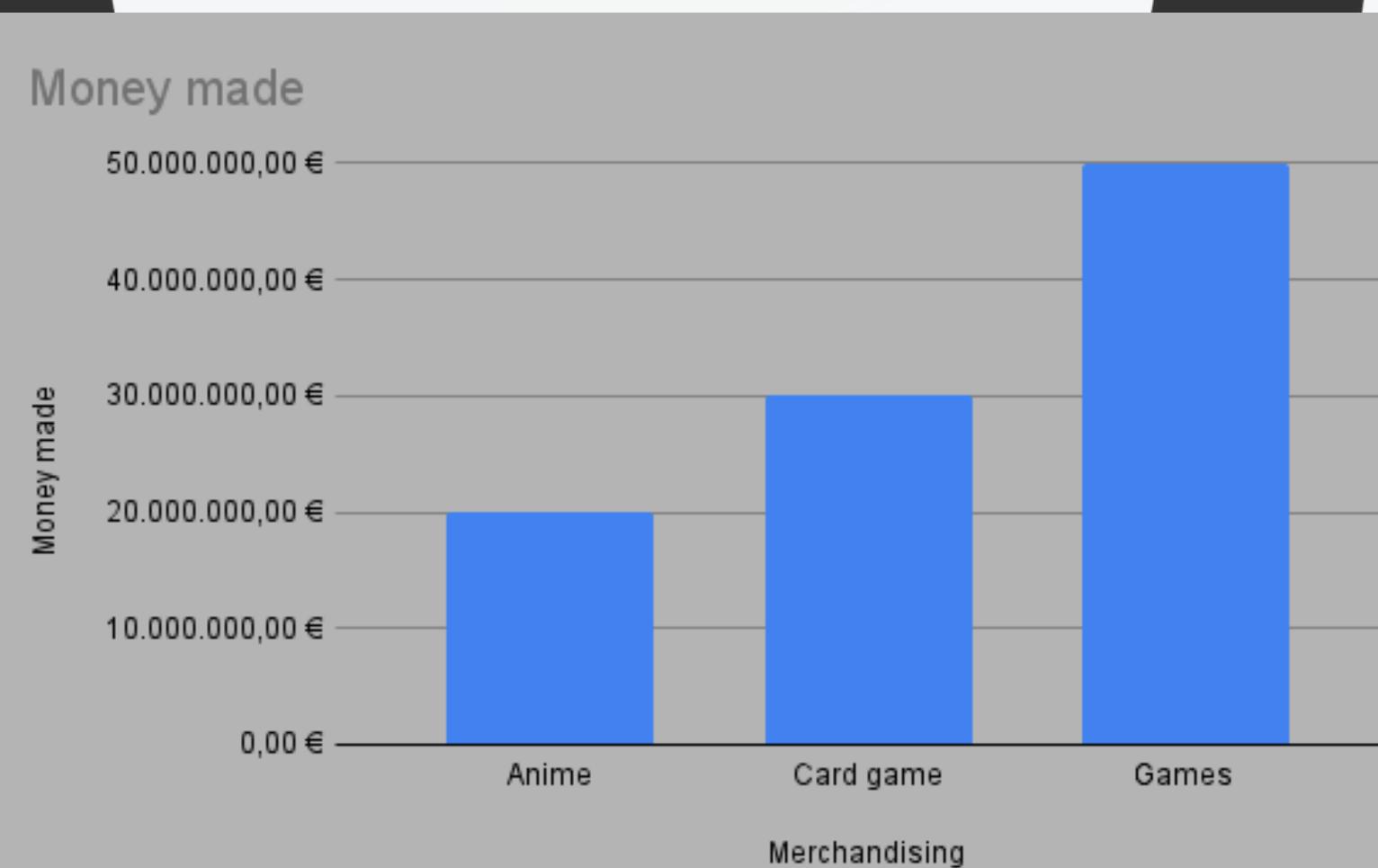
POKÉMON IN POPULAR CULTURE



Anime: The Pokémon television series has been an ongoing success, following the adventures of Ash Ketchum and his sidekick Pikachu.

Card Games: The franchise expanded into collectible card games, which have been popular since its launch.

Competition: Pokémon has developed a global competitive scene, with tournaments attracting players of all ages.





THANKS FOR WATCHING