

Patrick Houlding

“I got caught cheating through Pokemon GO”

<http://nypost.com/2016/07/12/woman-uses-pokemon-go-to-catch-cheating-boyfriend/>

Sophia Rosebaum, July 12, 2016

Overview:

This article reports that teenager Ethan Scribner was caught cheating on his girlfriend through Pokemon GO's location system. At the start of the game's history, there was a system in place that showed users where they caught a certain Pokemon while looking at its statistics. While his girlfriend of the time was looking through his newly caught Pokemon, she noticed that a Pokemon was caught at his ex-girlfriend's house.

Analysis

Major Ethical issue:

The major ethical faced in this situation is the tracking of people's locations while using apps. This can create an issue, as people will have access to user's locations while they are playing. Geocaching apps have been incredibly large recently and pose many threats, from weird situations like this, to people being lured into a location only to be robbed by other players.

Stakeholders:

The stakeholder in this situation is Ethan Scribner. There is not much at hand, but Ethan had been broken up with the day after his girlfriend came to the realization.

Decision Makers/Who is affected:

The decision maker in this situation was obviously Ethan's girlfriend. She decided that since he was being unfaithful to her through the locational services on his phone, she broke up with him.

Relevant Theory:

A relevant theory to this situation is Privacy and Information Disclosures. Since Niantic disclosed recent and past locations, Ethan's secret was discovered and he suffered the consequences.

Solutions:

The solution that Niantic took towards this situation of people's past and recent locations being disclosed to their server and people's phone memory, they decided to remove the system altogether. This was an interesting solution that they came to as they first started recording a wider and less accurate area, which caused the same problems.