The Pokemon Go app loses the interest of Highline Students. Only a small handful of students still play the once crazed phenomenon. However most of the students on campus have never played.

In July, earlier this year, the app reached its peak which was over 40 million daily users, but since then usage has decreased in quantity. Even with access to *Pokestops* and *Gymnasiums* on campus, Pokemon Go appears to be unpopular this fall quarter.

"Pokemon Go is not my thing," Mathew Lester said.

Brian Bentley said the app simply "doesn’t look like fun"

And it looks " too complicated," Katy Spencer said.

At one point, Pokemon Go had more daily users than Twitter and Facebook respectively. Even though multiple students plead to have never used the app, a few have learned from experience that this particular movement did not serve them as a leisure activity.

"I played for one week and then I lost interest," said Tre, an 18-year-old student.

It became "too repetitive and I wasn’t a big user," said a Running Start student, who whished to remain anonymous. "The tracking system update was unenjoyable," he said.

Others just didn’t want to give into the fad, " I don’t want to give into the trend," said Brian Bentley.

For the small lump sum of faithful Pokémon Goers, said that they feel safe catching Pokemon and don’t use while driving.

"I was just playing the other day," said Abi Colmenares. " I don’t play when people aren’t around," she said.

"I like to play before school and during breaks," said Jack Connor.

Some users still prefer to catch Pokémon on their Nintendo Gameboy consoles, while others lost interest after collecting Pokémon cards. None the less, the gyms and poke stops are on campus for their convince. Students like Maria Acosta who said she has up to 300 Pokemon. Or Jack Connor who is on the Mystic and Instinct teams. Highline students still, gotta catch them all!