**CRITIQUE 6**

The Geography of Pokémon GO: Beneficial and Problematic Effects on Places and Movement

## INTRODUCTION

The paper describes how location based augmented reality systems,like Pokemon Go, have the potential to change human behavior in two fundamental dimensions, that is, place and movement. Location based augmented reality systems may lead to shifts in existing place or movement trends in society. The research paper discusses the types of places advantaged and disadvantaged by pokemon go and also the shifts in movement due to Pokemon Go. The Geostatistical analysis focused on the PokeStop density to understand the place dimension. The field study focused on surveys of pokemon go users and was used to understand the movement dimension. The findings described in the research paper after the analysis and surveys are that there is an advantage for players in urban and white places since there was more PokeStop density in these areas. Other findings in the movement dimension described is that the game, Pokemon Go, changed the destination choice of the players, tends to make players spend money,
players played in a group most of the time and also that risk factor was because of the movement and not because of the place. The paper also discusses how to reduce the bias in different places and also how to decrease the risk factor.

## WHAT I LIKED

I liked the results section and the discussion section the most. The paper in these sections listed out the findings about the PokeStop density bias depending on the place and also solutions on how to reduce the bias by having higher PokeStop densities in the rural areas and other common areas giving equal advantage to players.
The paper clarifies that the risk associated with the gave was not due to place and was due to the movement.The authors provide solutions to warn the players when they move toward the high traffic areas or crowded locations etc.
The key takeaway discussed in the paper for me was that the datasets that are derived from organic geographic crowdsourcing processes have severe biases and these biases are demographically linked providing advantages to some regions.

## WHAT I DID NOT LIKE

The method of how the field survey analysis by the coders and researchers to evaluate the responses from players hasn’t been discussed in the paper. A detailed evaluation

description would have helped understand better.The geostatistical analysis on how the authors arrived at the findings was not clear since the reason for choosing Chicago to observe the race and ethnicity factors just because it was related to the previous work.

**QUESTIONS**

While calculating the change in human behavior in the movement dimension was the population of players who do not put in extra effort to play the game, but just collect the PokeStops on their way considered?

How is the shift in transportation calculated and shift from the players usual routine calculated?

**CONCLUSION**

The paper gives an important takeaway about the biases present when the dataset is extracted from organic geographic crowdsourcing processes.The paper also describes how location based augmented reality systems change human behavior in place and movement dimensions.