

RESEARCH SUMMARY

The following critique is for the paper: “The Geography of Pokémon GO: Beneficial and Problematic Effects on Places and Movement” written by Ashley, Jacob, Allen, Donald, Benjamin, Jonna, Kate, Valentina, Nuno, Nina, Dirk, Brent and Johannes for their approach to report results of study conducted in order to focus on geographic themes of places and movements that further determine geographically-linked biases that reinforce design of Pokemon-GO. There were many safety concerns related to the geographic design implications of Pokemon-Go. The paper tries to derive results based on survey conducted in different geographical areas as well as keeping in mind ethnicity and rural-urban factors as well.

GOOD EVALUATION

The authors very well describe the different aspects of their research and survey and related findings based on their questions asked to various Pokemon-Go users. For instance, their findings of PokeStops based on the ethnicity of a region as well as geostatistical modelling is well defined. The urban-rural spectrum and ethnical/racial lines across which the PokeStops occur, are the most significant biases observed by the authors. Since the survey data have been taken from government sources regarding the demographics it is fairly likely that their findings are quite accurate. What I liked about the paper was that how well defined they made their research in order to determine the locations of game elements like, using non-geographic crowdsourcing to search through Street View imagery.

CRITICAL EVALUATION

I believe the research they did was too much extensive and the thing that confused me about the paper was what did ethnicity urban-rural demographics had to do with the PokeStops. The paper mostly focuses on whether the publicity, that the game was causing serious increase in crime or accident rates, is correct or not. But I failed to understand how should the ethnicity of the area affect the public popularity of the game. Also, the new places visited by the people and spending money at the new places they visited, how should that affect the popularity image of the game. Again, they mentioned that it was obvious from the survey that most people played the game in groups rather than individual which reduces the chances of game getting dangerous, but for any major evolution in gaming sector, the safety measures are not determined by the player playing individual or not.

QUESTIONS

Based on the paper a few questions that pop up into my head includes:

- What was the purpose of demographic research in the paper if the paper mainly wanted to look for the truth in the increasing popularity of the game?
- Finding PokeStops at rural or urban places, does that make a difference in whether the location of the game matters in determining the accident rates.

CONCLUSION

In conclusion, I thought the paper was well written and the research they made was really good. Their field study included survey conducted in five different countries and large number of Pokemon-Go players, the statistics used were authentic and from authorized source which makes their research more valuable. Their findings were based on extensive research that they conducted and hence is quite accurate. Apart from a few points regarding the demographic study that they conducted which confused me as to how it would affect the popularity, the research looked good to me.