**Technology Proposal Description**

My technology proposal is to use Pokémon GO for middle school history courses to get kids out of the classroom and learn more about where they live. There have been positive correlations introduced about the mental and physical benefits of children playing these games. Visual learning through bright, vivid imagery has been shown to help some students retain information better.

**Concise Background Research**

Pokémon GO is a GPS based role-playing game developed by Niantic for iOS and Android devices. The game released on July 6, 2016, in two weeks it was already one of the most popular app games regarding active users of all time surpassing the previous most played game called Candy Crush Saga. Now over 5% of all IOS and Android devices in the world have downloaded this app.

In 1996 Pokémon launched in Japan based on the creation from Japanese game designer Satoshi Tajiri. The idea focuses on fictional animal-like characters called Pokémon who inhabit the world around us. The original story consisted of 150 Pokémon. Today there are more than 700 of these creatures to be ‘caught.' Trainers or owners go out there to find and then raise these Pokémon. Trainers can then help them become stronger and even evolve into new Pokémon.

The idea expanded to Pokémon video games, trading card games, an animated TV show, and today Pokémon GO. The Pokémon Company has been responsible for the licensing and marketing of the brand since 1998.

Pokémon GO was helped develop through Nintendo, who are one of three of the companies along with Game Freak and Creatures who own the copyright to the Pokémon characters.

The game focuses on physical activity. While you are on the app, you can walk around to visit PokeStop's where you can receive new items and experience points which will help you find rarer and experience Pokémon during your travels. Each PokeStop is based on locations around the world that include historical monuments and other points of interest. Like the original game, there are also gyms where trainers can go to fight their Pokémon in the hopes of becoming a gym leader. The other side of the game involves being able to hatch "eggs" which will hatch to give you, even more, Pokémon. The key to having them hatch is focused on the theme of the game that is physical activity. You can ‘incubate' an egg, and once you walk a certain amount of kilometers (km), your egg will [[1]](#endnote-1)hatch.

Pokémon GO is also helping kids get more exercise in their communities. Pokémon GO, one of the few apps out there that encourage physical activity through catching these fictional characters outside has already received praise from countless health experts.

**Rationale**

The Center for Disease Control numbers cites 37.9% of adults’ age 20 years and over were obese as of 2013-2014. The number continues that adolescents from the age of 12-19 being obese was 20.5% and children age 6-11 being overweight 17.7% of the time.

Also for individuals with anxiety and other special needs, such as autism, there have been positive rewards shown every time someone has caught a Pokémon.

To help kids start getting outdoors, history teachers would ask 8th-grade students at the beginning of the semester to do a presentation of their favorite spots in their hometown. Using the Pokémon Go app e students would be asked to pick five points of interest, and find a wild Pokémon in those areas. Using the augmented reality version of their app allows you to see the Pokémon via a live scene through your camera, and to take a screenshot of that particular point of interest. Students would then insert those screenshots into a PowerPoint for a class presentation. They would share this with their classmates at the end of the semester. A follow-up assignment would be to discuss how technology has impacted our society compared to 10 years ago with an emphasis on android/ios technology and the creation of smart phones.

**The Current State of the Field**

More and more educators have already gone online to discuss how they may go about bringing Pokémon GO into their classrooms for the fall. Brookings Institute issued Pokémon Go A Window into how we might reimage learning # Becoming Brilliant Technology is not only available but accessible and explore digital platforms as they support #Becoming brilliant

**Assessment**

At the end of the year an assessment can be made whether the student benefited. Perhaps each student will carry a pedometer tracking how far they walked and a Get Fit assessment of the health benefit can be measured. Certainly, the proposal gets students outside. It also encourages students to get to know more about their hometown and build their presentation skills. In the case of a special needs student it may make them more social or less anxious. An important piece of the proposal is to assess whether using Pokemon Go will improve student performance. President Obama challenged us to determine whether students could use 21st century skills for problem solving. A program will be developed from online communities that are familiar with Pokemon GO, and a rubric developed which will record the student competencies from this project.

**Policy Considerations**

A school board policy may have to be developed for this project. Not all students may not have an Android/IOS device. In those cases, the school would have to provide a device. It is also imperative also that family members are made aware of the project. Some student’s may need a classmate to help the student with the assignment. This should be discussed with their primary teacher before the actual activity takes place. Security issues also need to be addressed. The students’ security while collecting Pokemon and the security of the students’ data may need further policies to be developed by the District.

**Conclusion**

While Pokémon GO may be the starting point of using apps in many classrooms, as time goes along it may evolve. Through the use of geocaching (using GPS coordinates to cache different items around the world using websites and apps, we could be looking at the further use of apps where you could visit historical sites in your area for field trips. The use of this app in the classrooms today may be the talking point it needs to expand this idea for future classes to come.

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1. [↑](#endnote-ref-1)
2. [↑](#endnote-ref-2)