

# Pokémon Go and Something

Dan Bennett September 24, 2024

## References

- [1] Madina Khamzina, Kaustubh V Parab, Ruopeng An, Tiffany Bullard, and Diana S Grigsby-Toussaint. Impact of pokémon go on physical activity: a systematic review and meta-analysis. *American Journal of Preventive Medicine*, 58(2):270–282, 2020.

A review of Pokémon Go and how it impacts physical activity.

This article is really not that great for my work, but it is the first source that I found that links to anything involving this game in research.

- [2] Bhornchanit Leenaraj, Watsaporn Arayaphan, Kannikar Intawong, and Kittit Puritat. A gamified mobile application for first-year student orientation to promote library services. *Journal of Librarianship and Information Science*, 55(1):137–150, 2023.

The article discusses using a mobile game application to orient students in the library. They use a ...

This article provides some insight into using games in an academic setting. I want to go back and reread this article.

Add to the review list.

- [3] Wen-Lung Shiau and Li-Chun Huang. Scale development for analyzing the fit of real and virtual world integration: an example of pokémon go. *Information Technology & People*, 36(2):500–531, 2023.

This article talks about Pokémon Go in some detail and has very useful information.

Definitely review this article.