



Pokémon

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POKÉMON

# Agenda

- Overview of Pokémon
- Pokémon as a learning tool
- Influences Pokémon has
- Global effects
- Conclusion
- References

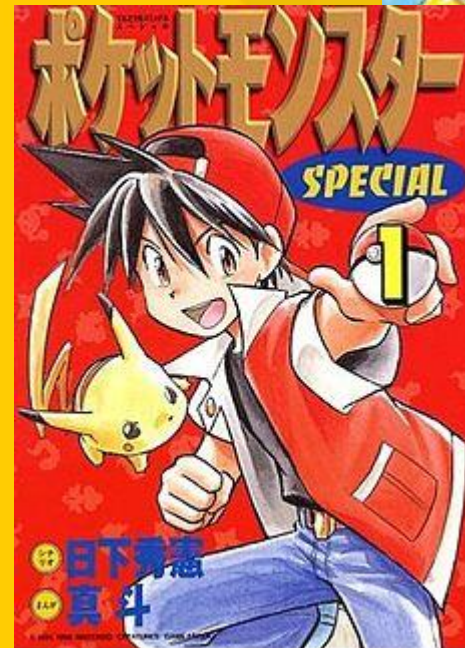


# Overview

- Created in 1996 by Satoshi Tajiri
- Pokémon is Nintendo's 2<sup>nd</sup> most successful video game-based franchise
- Not just a game, but in other media: anime, manga, trading cards, toys, etc.
- Usually seen as just a game or certain media, but its much more



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# Learning tool

- Game-based: has over 200,000 lines of text per Pokémon cartridge (no voice/video)
- Teaches sportsmanship: game unaffected by wins/loses so can experiment
- Great learning environment

## **Using Pokémon™ To Teach Reading Comprehension Skills**

Lesson Plans & Activities  
Guide  
for Parents and Teachers

**By Ricki Linksman**

National Reading Diagnostics Institute  
[Reading Instruction.com](http://ReadingInstruction.com)  
[Keys to Reading Success](#) and  
[Keys to Learning Success](#)





# Influences

Positive	Negative
<ul style="list-style-type: none"><li>• Connects people together<ul style="list-style-type: none"><li>• common topic</li><li>• help each other out</li></ul></li><li>• Encourages learning abilities</li></ul>	<ul style="list-style-type: none"><li>• Bad rumors</li><li>• Older generations better understand strategies</li><li>• Hit sensitive topics (banned episodes/edited manga)</li></ul>



# Global Effects

- Global Trading in games; interaction available
- Translated media: manga, anime, music, etc.

The screenshot shows the Pokémon Global Trade Station (GTS) website interface. The central focus is a 3D globe of the Earth with several red location pins and colored lines (red and blue) indicating trade routes between different regions. On the left side, there is a detailed view for a trade listing for 'SPIRITOMB' (level 26) from the United Kingdom. On the right side, there is a detailed view for a trade listing for 'GYARADOS' (level 83) from Japan. The interface includes various navigation buttons, a search bar, and a footer with copyright information and a date of 01/25/2007.

# Conclusion

- Pokémon is a very powerful influence around the world. Not only does it help connect people together just as a game, but helps encourage learning to better understand the story and be more apart of this successful media.





# References

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