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Subject: Safety Bulletin NRB 16/12 - 'Pokemon Go' craze raises safety concerns

'Pokemon Go' craze raises safety concerns

Issued to: All Network Rail line managers, safety professionals and RISQS registered contractors
Ref: NRB 16/12
Date of issue: 20/07/2016
Location: National
Contact: Lee Parlett, Corporate Investigation & Assurance Manager

Overview
Pokemon Go is a reality smartphone game which encourages players to catch Pokemon characters by exploring their surroundings using their phones.

Using the phone's GPS facility players walk around the 'real' world in order to catch virtual Pokemon characters at various landmarks and locations.

The Police have issued warnings about the dangers of players not being aware of their surroundings; there are already a number of forums online that show injuries obtained whilst playing the game.

There have been reports of players attending railway stations and level crossings to try and capture the Pokemon characters they believe to be around.

Players are often so absorbed in the screens of their phones that they fail to appreciate their surroundings and the inherent dangers around them or whether access to an area is restricted.

If you see people distracted around level crossings, stations or other railway property or attempting unauthorised access you should warn them of the dangers, and report any uncooperative behaviour to the British Transport Police.

Discussion Points
- How could someone put themselves in harms way whilst playing this game near the railway?
- What would you do if you witnessed somebody distracted or otherwise putting themselves at danger whilst playing this game?
- If someone was to access a restricted area, perhaps whilst playing this game near the railway, what immediate steps would you take?
- If someone was to injure themselves, perhaps whilst playing this game near the railway, what immediate steps would you take?

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