

Cartography and Augmented Reality: Pokémon GO

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Abstract

Pokémon GO is a multiplayer game, based on augmented reality – a live view of real-world environment whose elements are augmented by computer-generated sensory input. Augmented Reality (AR) aims to amplify a user's senses with additional information, letting them experience both real and virtual information at the same time. Map design, aesthetics, and user-interactivity are equally important for effective map communication. Being a world-wide game, meaning that you can catch Pokémons everywhere, maps needed to be created. This paper presents all the details behind Pokémon GO maps creating a connection between mobile games, cartography and augmented reality.

Keywords: Pokémon GO, mobile games, cartography, maps, augmented reality (AR)