

**Question for written answer E-005883/2016  
to the Commission**  
Rule 130  
**Arne Gericke (ECR)**

Subject: Pokémon Go: child protection and data protection in the EU

Pokémon Go is enjoying great worldwide popularity and is already being seen by experts as a breakthrough in location-based gaming. Within days the app was downloaded several million times in Europe alone. The majority of users are teenagers. Data protection companies are warning of security loopholes and data theft when using 'augmented reality' applications. The police and professional organisations are warning of accidents and criminal abuse of the app.

1. Given that the target group is primarily young people, does the Commission consider that the use and further processing of movement data and the restriction of the private sphere and personality rights due to the large-scale production of arbitrary screenshots associated with Pokémon Go is compatible with the EU data protection rules in force?
2. Does the Commission share the view of many child protection organisations and the police with regard to the protection of children and young people in the context of location-based gaming and criminal abuse? Is it planning European sensitisation campaigns?
3. Is the Commission fully aware of the transport-policy aspect of this kind of 'augmented reality' application, and is it approaching this from a scientific standpoint?