Hindu Sangam calls for Pokemon Go ban

DANGER: Players’ safety could be compromised, says president

MALAYSIA Hindu Sangam (MHS) has called for location-based augmented reality game Pokemon Go to be banned.

Its president, Datuk RS Mohan Shan, said this was because players’ safety and security could be compromised when they ventured into unfamiliar places.

“We cannot agree with the game, as it is not safe and can bring danger to youngsters if they fail to exercise self-control. “The game can be addictive and people will spend most of their time on the phone rather than doing what they are supposed to do,” he told the New Straits Times yesterday.

He also questioned the purpose of having PokeStops at religious locations.

“Don’t understand why they use religious sites as PokeStops. “This will misguide youngsters easily as they enter houses of worship with the wrong intentions and purposes,” he said.

“We don’t encourage the game and want it to be banned.”

A Universiti Putra Malaysia sociologist had recommended that the game be banned as it carried many negative implications.

Prof Datuk Dr Mohammad Shatar Sabran, a professor at the Faculty of Human Ecology, said Pokemon Go could cause one to become complacent.

“It causes people to neglect their daily duties,” Mohamme warned in the Bernama Radio programme Dalam Radar on Wednesday night.

He said Pokemon Go players, especially the young generation, now preferred to play the game rather than communicating with their families and friends.

He added that the negative perception came from the players’ preoccupation in the hunt for the Pokemon characters.

Christians for Peace and Harmony in Malaysia chairman Wong Kim Kong, meanwhile, said he had no issues with the game, as it did not promote any form of belief despite having PokeStops at places of worship.

“I don’t feel that the game has any connection with religion even though it uses places of worship as PokeStops. “The PokeStops also tend to be placed permanently and not likely to be changed, for example, at schools and religious sites,” he said.

Wong, however, advised players not to be too engrossed with the game as it could distract focus and endanger themselves.

“The game, if not contained, can inculcate the culture of invasion and aggression,” he added.

In Alor Star, the Kedah government has instructed the state Islamic Religious Department to erect signboards prohibiting people to play the gaming sensation at all mosques in the state.

Menteri Besar Datuk Seri Ahmad Bashah Md Hanipah said the signboards were needed after the state’s Fatwa Committee banned the mobile application game due to its harmful effects on Muslims.

He said the signboards were also meant to prevent people from turning mosques into places to gather to play the game.

“If there is enforcement (being done) on those who play the game, we leave (the case) to the relevant authorities for the next course of action,” he said after chairing the 41st State Planning Committee Meeting here yesterday.

He also asked the Malaysian Communications and Multimedia Commission to conduct a comprehensive study on the game and take action against those playing it.

Bashah said civil servants in the state were advised not to play Pokemon Go while on duty because it could affect their work.

However, he said, there were no memos or circulars issued so far on the matter, as he believed the civil servants would be able to carry out their duties commendably without getting too engrossed playing the game.

The Kedah Fatwa Council on Wednesday ruled that the game is haram for Muslims and that the game should be banned in the country.

The game, developed by Niantic Inc of Niantic USA, was launched on July 6 and has reached the Malaysian market and more than 30 other countries since Aug 6.

It is a commercial “hide and seek” game that requires players to find and fight virtual characters based on real-world locations that are detected through smartphones.