

App Evaluation

Title	Star Expedition your space ship gravity orbit simulator game
Version (if there is one or if it is one of a series)	1.2
Publisher	Jianying Jia
Target Audience (if your opinion differ from the publisher, state that) Type(s) of software with your justification (can be more than one and when justifying, you have to convince me not just re-iterate my words)	Ages 9 and up. We agree.
Curriculum(s) - How does it (or can it) fit into the curriculum	The only way it could fall into a curriculum would strictly be during class downtime, it's a fun game if the class has been studying space.
Possible environment(s) and Why:	School or home, it could be used in school as a reward for students (time to play games) or at home for anyone who likes to play it.
Cost: If there is a free version and a paid version, I want to know both: Are their costs for different licenses available and if so, what are they? In-app purchases	There is a free version or you can pay \$1.99 to remove the adds. There are in app purchases where player can buy coin packs.
Write a paragraph or two describing the software: Assume I know nothing about the software. There needs to be enough description so that I can visualize this software	This app is a game, it simulates a rocket flying to different destinations in space. Use a direction controller at the bottom right left corner of the screen to navigate.
Write a paragraph or two on your impressions of the software and possibly how you see the software being used in your class: Include good and bad aspects of the program and/or things that were well done. For example, navigation was easy, screen design was good, sound effects were used effectively, and feedback was effective and immediate... o If you disagree on anything (from publisher or any review you see....) tell me	Kids may like this game, but for our group it was not something we would enjoy. The good aspect of the game is that it could be fun for kids, the bad aspect was that there really wasn't any educational functions. The only thing we could see software being used for in class would be as reward for students to be able to play games.

Does the software pass?	No
-------------------------	----