

Evaluating Apps

Title: Jigsaw Puzzle

Evaluators: Melissa Guill and Audrey Beggs

Questions	Yes	No	Comments/ Notes
Have you played enough to know every aspect? <ul style="list-style-type: none"> • Did you try things that were wrong and/or unexpected 	X		
Did the software crash?		X	
Was the content appropriate? Did it meet the user's needs?	X		
Were the screens appealing? <ul style="list-style-type: none"> • Color, items on screen, sounds 	X		
Is it easy to navigate?	X		
Is it easy to learn?	X		
Does the user need Supervision to use		X	In app purchases
If the App required a response, was it appropriate? (right or wrong)	X		
Were there bells and whistles? <ul style="list-style-type: none"> • If so, do they enhance instead of detract? • If not, should there be? 		X	
Did you like using the App?	X		
What was the cost? <ul style="list-style-type: none"> • Was there a "lite" version <ul style="list-style-type: none"> ○ If so, was it enough 	X		If you wanted more difficult puzzles you had to purchase them

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Were there in-app purchases? <ul style="list-style-type: none"> If so, what were the additional costs? 	X		Based on the level of difficulty you wanted
How does it compare to other apps that do the same?			
Additional Comments		X	

Developmentally Appropriate

Questions	Yes	No	Comments/ Notes
Child Development and Learning <ul style="list-style-type: none"> Subject Matter appropriate? Educational Focus? Provides for Learning New Content? Follows Appropriate Teaching Sequence? 		X	
Individual <ul style="list-style-type: none"> Does it match individual's abilities? Does it meet individual's needs? 	X		
Social/Cultural <ul style="list-style-type: none"> Bias? Commercialism Comments 		X	