

## Evaluating Apps

**Title:** Where's My Water? Lite

**Evaluators:** Ashley Barkley and Ashley Field

Questions	Yes	No	Comments/ Notes
Have you played enough to know every aspect? <ul style="list-style-type: none"> <li>• Did you try things that were wrong and/or unexpected</li> </ul>	x		
Did the software crash?		x	
Was the content appropriate? Did it meet the user's needs?	x		The software was a fun way for students to problem solve.
Were the screens appealing? <ul style="list-style-type: none"> <li>• Color, items on screen, sounds .....</li> </ul>	x		There was sounds, bright colors, and a little clip at the beginning to explain to students
Is it easy to navigate?	x		
Is it easy to learn?	x		
Does the user need Supervision to use	x		The app has in app purchases and many advertisements.
If the App required a response, was it appropriate? (right or wrong)			N/A
Were there bells and whistles? <ul style="list-style-type: none"> <li>• If so, do they enhance instead of detract?</li> <li>• If not, should there be?</li> </ul>		x	Just a basic problem solving app.
Did you like using the App?	x		
What was the cost? <ul style="list-style-type: none"> <li>• Was there a "lite" version</li> </ul>	x		This is the lite version. There is a

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○ If so, was it enough			version that costs \$1.99
<p>Were there in-app purchases?</p> <ul style="list-style-type: none"> <li>If so, what were the additional costs?</li> </ul>	x		The in app purchase was the upgrade to the full version for \$1.99
How does it compare to other apps that do the same?		x	The app is a fun way to problem solve but has several advertisements whereas other apps that offer problem solving don't have many ads.
Additional Comments	x		Too many advertisements

### Developmentally Appropriate

Questions	Yes	No	Comments/ Notes
<p>Child Development and Learning</p> <ul style="list-style-type: none"> <li>Subject Matter appropriate?</li> <li>Educational Focus?</li> <li>Provides for Learning New Content?</li> <li>Follows Appropriate Teaching Sequence?</li> </ul>	x		This software taught children to problem solve while collecting prizes (rubber ducks) throughout it. It would be a good brain break or activity for students to do when they finished their work.

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<p>Individual</p> <ul style="list-style-type: none"> <li>• Does it match individual's abilities?</li> <li>• Does it meet individual's needs?</li> </ul>	x		<p>Each child can pick which level and can play it however many times they want. It is easy to use and understand.</p>
<p>Social/Cultural</p> <ul style="list-style-type: none"> <li>• Bias?</li> <li>• Commercialism Comments</li> </ul>		x	<p>None</p>