

## Evaluating Apps

**Title: Cut the Rope**

**Evaluators: Alexis McKnight**

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>	✓		Super fun and easy for any age!
Did the software crash?		✓	
Was the content appropriate? Did it meet the user's needs?	✓		Very age appropriate.
Were the screens appealing? <ul style="list-style-type: none"> <li>• Color, items on screen, sounds .....</li> </ul>	✓		
Is it easy to navigate?	✓		
Is it easy to learn?	✓		
Does the user need Supervision to use		✓	
If the App required a response, was it appropriate? (right or wrong)	✓		
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>	✓		
Did you like using the App?	✓		
What was the cost? <ul style="list-style-type: none"> <li>• Was there a "lite" version <ul style="list-style-type: none"> <li>○ If so, was it enough</li> </ul> </li> </ul>		✓	Free
Were there in-app purchases? <ul style="list-style-type: none"> <li>• If so, what were the additional costs?</li> </ul>		✓	
How does it compare to other apps that do the same?		✓	
Additional Comments		✓	

### **Developmentally Appropriate**

Questions	Yes	No	Comments/ Notes
Child Development and Learning <ul style="list-style-type: none"> <li>• Subject Matter appropriate?</li> </ul>	✓		

## Evaluating Apps

<ul style="list-style-type: none"> <li>• Educational Focus?</li> <li>• Provides for Learning New Content?</li> <li>• Follows Appropriate Teaching Sequence?</li> </ul>			
<b>Individual</b> <ul style="list-style-type: none"> <li>• Does it match individual's abilities? ✓</li> <li>• Does it meet individual's needs?</li> </ul>			
<b>Social/Cultural</b> <ul style="list-style-type: none"> <li>• Bias?</li> <li>• Commercialism Comments</li> </ul>		✓	

I have so many memories using Cut the Rope and that is why I decided to use it for the Problem-Solving section of this project. While there might not be any real educational value to this app, you go through multiple levels focusing on problems solving skills. It is listed as a puzzle game on the app store and it is rated #91 with a 4.8 rating. They are produced by ZeptoLab UK Limited and it is for ages 4+. It is available on any device that has iOS 8.0 or later and it is in the version 3.23.1. Over 990 million players worldwide experience sweet and award-winning gameplay. It is completely free in its entirety and I feel like that is hard to find in a lot of apps now a days.

I think this would be a good resource to use in your classroom for "brain breaks" or even rewards. I think you could use this app to your advantage and make it fun when kids need that extra boost in school. I have really good memories of this game because it was always so much fun to go through and complete each level.

## Evaluating Apps

They get harder as you go, so when you complete one you feel accomplished but are also ready for another challenge.