Evaluating Apps

 $\underline{\text{Title}}$: Simulation The Sandbox

Evaluators: Andrea Oldman and Marlie Flippin

Questions	Yes	No	Comments/ Notes
 Have you played enough to know every aspect? Did you try things that were wrong and/or unexpected 	•		The game is a little hard to figure out.
Did the software crash?		•	
Was the content appropriate? Did it meet the user's needs?	•		
Were the screens appealing? • Color, items on screen, sounds		•	The colors were dark and gloomy.
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)			N/A
Were there bells and whistles? • If so, do they enhance instead of detract? • If not, should there be?		•	
Did you like using the App?		•	It is a really hard game to figure out

Evaluating Apps

What was the cost? • Was there a "lite" version ○ If so, was it enough	•		There is a "lite" version, but many things are locked.
Were there in-app purchases? • If so, what were the additional costs?	•		Full Access \$14.99, Small Mana Pack \$1.99, Medium Mana Pack \$2.99, Humans Campaign \$.99, Robot Attack Campaign \$.99, Big Mana Pack \$5.99, Zombie Campaign \$.99, All Campaigns \$9.99, and Brainiac Campaign \$.99.
How does it compare to other apps that do the same?		•	I am unsure of other apps like this one.
Additional Comments	•		Even though this app is used for simulation, it was very hard to figure out.

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Developmentally Appropriate

Questions	Yes	No	Comments/ Notes
 Child Development and Learning Subject Matter appropriate? Educational Focus? Provides for Learning New Content? Follows Appropriate Teaching Sequence? 	•		The game I played had me to make mud then sand. I believe this could be a learning tool for students when learning about erosion.
IndividualDoes it match individual's abilities?Does it meet individual's needs?	•		
Social/Cultural Bias? Commercialism Comments		•	