

Evaluating Apps

Title: Sumdoit

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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	•		
Did the software crash?		•	
Was the content appropriate? Did it meet the user's needs?	•		There are different levels to the game.
Were the screens appealing? <ul style="list-style-type: none">• Color, items on screen, sounds	•		
Is it easy to navigate?	•		Very self explanatory
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? <ul style="list-style-type: none">• If so, do they enhance instead of detract?• If not, should there be?		•	
Did you like using the App?	•		

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<p>What was the cost?</p> <ul style="list-style-type: none"> • Was there a "lite" version <ul style="list-style-type: none"> ○ If so, was it enough 		•	
<p>Were there in-app purchases?</p> <ul style="list-style-type: none"> • If so, what were the additional costs? 		•	
<p>How does it compare to other apps that do the same?</p>			N/A
<p>Additional Comments</p>			<p>The game is extremely easy to use and can be used for different levels of mathematics from addition to multiplication to subtraction to division.</p>

Developmentally Appropriate

Questions	Yes	No	Comments/ Notes
<p>Child Development and Learning</p> <ul style="list-style-type: none"> • Subject Matter appropriate? • Educational Focus? • Provides for Learning New Content? • Follows Appropriate Teaching Sequence? 	•		

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<p>Individual</p> <ul style="list-style-type: none">• Does it match individual's abilities?• Does it meet individual's needs?	•		
<p>Social/Cultural</p> <ul style="list-style-type: none">• Bias?• Commercialism Comments		•	