

Evaluating Apps

Title: Total Recall

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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?	•		
Were the screens appealing? <ul style="list-style-type: none"> • Color, items on screen, sounds 	•		
Is it easy to navigate?	•		There is a web that walks you through creating one yourself.
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? 	•		There are different shaped bubbles that you can enter words in as well as lines can be curvy.

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Did you like using the App?	•		
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 		•	
Were there in-app purchases? <ul style="list-style-type: none"> • If so, what were the additional costs? 	•		Mind map unlock is \$1.99
How does it compare to other apps that do the same?	•		It's like Inspiration.
Additional Comments	•		This could be very handy for assignments

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? 	•		This can be used for any subject matter.

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<ul style="list-style-type: none"> • Follows Appropriate Teaching Sequence? 			
<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 		•	