Evaluating Apps

<u>Title</u> Coding

Evaluators

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Questions	Yes	No	Comments/ Notes
 Have you played enough to know every aspect? Did you try things that were wrong and/or unexpected 		x	It only let us solve one map and then made us purchase the whole app.
Did the software crash?	X		
Was the content appropriate? Did it meet the user's needs?	X		It did make the user think to solve the map.
Were the screens appealing? • Color, items on screen, sounds	X		It did look kid friendly.
Is it easy to navigate?		x	They should have more instructions to get started.
Is it easy to learn?		X	It was a little hard to get going.
Does the user need Supervision to use	x		They would need some instruction on what is going on.
If the App required a response, was it appropriate? (right or wrong)	x		
Were there bells and whistles?		X	

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 If so, do they enhance instead of detract? If not, should there be? 			
Did you like using the App?		X	
What was the cost? • Was there a "lite" version ○ If so, was it enough	X		There was a very small "lite" version.
Were there in-app purchases? • If so, what were the additional costs?	×		2.99 a month to purchase.
How does it compare to other apps that do the same?		×	This one was much harder to use than other coding apps.
Additional Comments		×	

Developmentally Appropriate

Questions	Yes	No	Comments/ Notes
Child Development and Learning			
 Subject Matter appropriate? 			
Educational Focus?		X	
 Provides for Learning New 			
Content?			

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 Follows Appropriate Teaching Sequence? 		
IndividualDoes it match individual's abilities?Does it meet individual's needs?	×	
Social/Cultural Bias? Commercialism Comments	×	