

## Evaluating Apps

Title Civilization

Evaluators Amber Puckett & Andrew Rodriguez

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>		No	We really could only play a partial part of the game because you must pay to play the rest.
Did the software crash?		No	
Was the content appropriate? Did it meet the user's needs?	Yes		It is a very good app for learning about how economies work and how societies are supposed to work together. It does feature historical figures and civilizations. It mimics history while giving the user an opportunity to make their own decisions.
Were the screens appealing? <ul style="list-style-type: none"><li>• Color, items on screen, sounds .....</li></ul>	Yes		There are great animations and sounds that engage the user. The graphics were insanely nice and the introductory

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			video was both informative & engaging.
Is it easy to navigate?	Yes		There are several tool bars that are easy to use and clear instructions guide the user.
Is it easy to learn?	Yes		Cleopatra's advisor talks you through the game and tells you the steps you need to take to succeed.
Does the user need Supervision to use	yes		Very user friendly but the teacher must introduce and explain it beforehand.
If the App required a response, was it appropriate? (right or wrong)		n/a	

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<p>Were there bells and whistles?</p> <ul style="list-style-type: none"> <li>• If so, do they enhance instead of detract?</li> <li>• If not, should there be?</li> </ul>	Yes		<p>Overall, the animations and extras enhanced the experience by making the game seem more realistic.</p>
<p>Did you like using the App?</p>	Yes		
<p>What was the cost?</p> <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>	Yes		<p>There is a free trial and tutorial play.</p>
<p>Were there in-app purchases?</p> <ul style="list-style-type: none"> <li>• If so, what were the additional costs?</li> </ul>	yes		<p>\$19.99 to unlock the full game.</p>
<p>How does it compare to other apps that do the same?</p>			<p>It is definitely one of the better apps for learning about civilizations of old.</p>
<p>Additional Comments</p>			<p>We can definitely see the value in this app and would use it in our classrooms.</p>

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### Developmentally Appropriate

Questions	Yes	No	Comments/ Notes
Child Development and Learning <ul style="list-style-type: none"> <li>• Subject Matter appropriate?</li> <li>• Educational Focus?</li> <li>• Provides for Learning New Content?</li> <li>• Follows Appropriate Teaching Sequence?</li> </ul>	yes		Social Studies could run away with this game. After teaching about historical civilizations and how they rose and fell, students could have an opportunity to repeat or rewrite history.
Individual <ul style="list-style-type: none"> <li>• Does it match individual's abilities?</li> <li>• Does it meet individual's needs?</li> </ul>	yes		
Social/Cultural <ul style="list-style-type: none"> <li>• Bias?</li> <li>• Commercialism Comments</li> </ul>		no	