

Evaluating Apps

Title: Canvas Teacher

Evaluators: Anna Tomlinson

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	y		
Did the software crash?		N	
Was the content appropriate? Did it meet the user's needs?	y		
Were the screens appealing? <ul style="list-style-type: none">• Color, items on screen, sounds	y		You can change the color to the one you like
Is it easy to navigate?	y		
Is it easy to learn?	y		
Does the user need Supervision to use		N	Because it is for teachers and students to look at school work
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"> If so, do they enhance instead of detract? If not, should there be? 		N	
Did you like using the App?	Y		
<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 			NO COST
<p>Were there in-app purchases?</p> <ul style="list-style-type: none"> If so, what were the additional costs? 		N	
How does it compare to other apps that do the same?			A lot like blackboard, but I liked it better
Additional Comments			

Developmentally Appropriate

Questions	Ye s	N o	Comments/ Notes
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Child Development and Learning <ul style="list-style-type: none"> • Subject Matter appropriate? • Educational Focus? • Provides for Learning New Content? • Follows Appropriate Teaching Sequence? 	Y		
Individual <ul style="list-style-type: none"> • Does it match individual's abilities? • Does it meet individual's needs? 	Y		
Social/Cultural <ul style="list-style-type: none"> • Bias? • Commercialism Comments 		N	