

Inventioneers

Amari Turner and Lauren Perkey

Publisher: Filimundus AB

Version: 4.0.1

Target Audience

The age rating of this app is 4+ but it also says that it is made for ages 9-11. We believe that this app would be best for ages 11+ because that is when students begin learning about machines. This app is a problem-solving type of app due to the levels that it makes the user solve. This app has levels that force the user to come up with a plan of how to make the machine work.

Curriculum

This app could fit into the curriculum alongside either a physics or machine standard in science. The app would be best used as a single user app; however, multiple students might work on the same iPad at the same time to collaboratively complete the levels. The students cannot play together at the same time without having two different iPads. We think that two minds are better than one, especially when one gets stuck on a level.

Cost

There is a free/lite version that allows the user to complete 3 whole chapters of levels; however, the user only has access to certain items and only 4 save slots in the creative mode. There is a paid version that allows the user access to 5 more chapters of levels, more items, and more save slots for the creative mode feature. The paid version costs a one-time fee of \$4.99 and it is a single user license only.

Software

This app is a problem-solving app because the user has to decide where to put the objects in order for their invention to be successful in its goal. When the user opens the chapters, the first level is always a tutorial of how to do that specific level because the chapters introduce different items. There is a start/stop the invention button in the top right of the screen. The user must move the objects into the workspace/level area.



The user must then tap the start invention button to test their invention. If the user is correct with their invention, they can move on to the next level. If the user's invention fails, they can try to figure out what went wrong and test it again and again until they pass the level. Each level subtly guides the user to place the invention's pieces in the correct spots by using stars for the user to collect as their invention works. However, the user does not have to follow the guidance of the stars to pass the levels.

Impressions

We believe that this app could be used in the classroom as a way to cover specific science standards (i.e., physics, machines). The app is easy to navigate. The app is easy to learn. Students would catch on pretty quick as to how to use this app. The screen design of the app was nice (i.e., objects on the bottom and invention on the top). The sounds/music could get a little irritating because they are so repetitive, especially when a user hears them over and over due to not being able to pass a level. However, the music seemed like it had almost a challenging tune. The feedback was good. There were good sound effects for the items that dropped, caught on fire, and swung through the air.

Does the software pass?

This app passes our evaluation because it can be used in the classroom as a science standard, it can influence student knowledge growth, and it is easier than actually building machines.

