**Title**: Mimo

**Evaluators**: Georgia Brewer, Brynn Bowlin

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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 |  |  |
| Did the software crash? |  | X |  |
| Was the content appropriate? Did it meet the user’s needs? | X |  |  |
| Were the screens appealing?   * Color, items on screen, sounds …… |  | X | Could be improved |
| Is it easy to navigate? | X |  |  |
| Is it easy to learn? | X |  | Instructions are very clear |
| Does the user need Supervision to use |  | X |  |
| If the App required a response, was it appropriate? (right or wrong) | X |  |  |
| Were there bells and whistles?   * If so, do they enhance instead of detract? * If not, should there be? |  | X |  |
| Did you like using the App? | X |  |  |
| What was the cost?   * Was there a “lite” version   + If so, was it enough |  |  | Free |
| Were there in-app purchases?   * If so, what were the additional costs? | X |  | $9.99/month or $59.99/year |
| How does it compare to other apps that do the same? |  |  | Not as entertaining or eye catching for students, but the material is just the same as other apps |
| Additional Comments |  |  |  |

**Developmentally Appropriate**

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| **Questions** | **Yes** | **No** | **Comments/ Notes** |
| Child Development and Learning   * Subject Matter appropriate? * Educational Focus? * Provides for Learning New Content? * Follows Appropriate Teaching Sequence? | X |  | There is a learning sequence so that users do not move on to the next level until they complete the level they are on. It also provides learning new content with appropriate subject matter for coding. |
| Individual   * Does it match individual’s abilities? * Does it meet individual’s needs? | X |  |  |
| Social/Cultural   * Bias? * Commercialism Comments |  | X |  |