

**Title:** ATM Learning Simulator Machine (simulator)

**Version:** 2.0

**Publisher:** Waqas Nadeem

**Target Audience:** The target audience is children 4+. This audience seems accurate for the most part, because there isn't a lot of background knowledge required to use the ATM simulator. The only thing required for this app is that children can read so they know what they are doing.

**Type of Software:** This app is a simulator software, because it simulates a real-life ATM and how you would set up an account and withdraw money.

**Curriculum:** This app could be used for students to learn math, and they can calculate on their own how much money they would have if they spent so much at the store. It could also be used for students to play when they're finished with classwork, but we wouldn't have this app supplement learning or even use it to check student's understanding of money. There are a lot more things students can learn in regards to money that aren't mentioned with this app.

**Cost:** The app is completely free, and although there are no in-app purchases, there are pop-up ads that can lead to the Internet or outside purchases.

**Software Description:** This app is a digital bank. The user is prompted to add their name to the digital credit card and enter a 4-digit pin for this card. They can then spend the money on the card on the fake food and toys in the shop, and they can also withdraw more money when they run out.

**Software Impression:** Honestly, our first impression of this app is that we weren't very impressed. The app had good intentions by attempting to teach kids the concept of money, banking, and withdrawing money, but it didn't have much teaching involved with the app. Kids could just spend all their money on fake toys and food in the app and then go back to the ATM and draw out more money. This seems unrealistic and not how it works in the real world. This app seemed more like a fun game than a teaching tool.

**Does the app pass?** No.