

Evaluating Apps

Title Explain Everything

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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 	X		
Did the software crash?		X	
Was the content appropriate? Did it meet the user's needs?	X		The content was appropriate because it could be used to enhance any lesson.
Were the screens appealing? <ul style="list-style-type: none"> • Color, items on screen, sounds 	X		The items on the screen were appealing, but the screen to sketch was crowded with different tools and buttons, which made is somewhat distracting.
Is it easy to navigate?	X		The app was easy to navigate. All of the tools needed to sketch on the screen were on the left side on a tab.
Is it easy to learn?	X		For the most part, the app was easy to learn. It certainly took a few minutes to adjust to and learn what all the

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			symbols meant, but once we learned that, the app was easy to use.
Does the user need Supervision to use	X		Students may need supervision with this app (depending on the teacher's preference) because students can access images from the Internet. They also have free reign to create whatever they want, so teachers may want to monitor what the students are creating.
If the App required a response, was it appropriate? (right or wrong)		X	No response was required
Were there bells and whistles? <ul style="list-style-type: none"> • If so, do they enhance instead of detract? • If not, should there be? 	X		The bells and whistles enhanced the app.
Did you like using the App?	X		Yes.
What was the cost? <ul style="list-style-type: none"> • Was there a "lite" version <ul style="list-style-type: none"> ○ If so, was it enough 	X		The version we downloaded allowed us to try it out free for 7 or 30 days. After this trial period, it costs either \$6.99

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			per month, or \$69.99 for the year.
<p>Were there in-app purchases?</p> <ul style="list-style-type: none"> If so, what were the additional costs? 	X		There were options to upgrade to a subscription in the app.
<p>How does it compare to other apps that do the same?</p>	X		This app is very similar to other apps that allow students to draw or design on a blank canvas. There wasn't anything in particular that set this app above the rest.
Additional Comments			

Developmentally Appropriate

Questions	Yes	No	Comments/ Notes
<p>Child Development and Learning</p> <ul style="list-style-type: none"> Subject Matter appropriate? Educational Focus? Provides for Learning New Content? Follows Appropriate Teaching Sequence? 	X		This app can be beneficial for learning new content because it can be used in almost any way to enhance what the students are learning. Since the app can use templates (like a Venn diagram) or a blank canvas, the teacher can have the students write/draw anything that relates with the lesson.
<p>Individual</p> <ul style="list-style-type: none"> Does it match individual's abilities? 	X		This app meets individual's needs because it offers tutorials for new

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<ul style="list-style-type: none"> Does it meet individual's needs? 			<p>users. This app is also a great tool for visual and hands-on learners, because they will get to create something based on what they are learning in class.</p>
<p>Social/Cultural</p> <ul style="list-style-type: none"> Bias? Commercialism Comments 		X	<p>There was no bias evident in this app.</p>