

Evaluating Apps

Title: Disney Jigsaw Puzzles

Evaluators: Amber Whitaker & Britney Hunt

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		Appropriate for young children. You actually enter the child's age before the app opens so you get age appropriate content.
Were the screens appealing? <ul style="list-style-type: none"> • Color, items on screen, sounds 	x		Graphics are great. Sounds follow the puzzles. Music plays while students play.
Is it easy to navigate?		x	The home screen has a lot of purchases available.
Is it easy to learn?	x		
Does the user need Supervision to use	x		Lots of purchases available. However, you can change the settings that do

Evaluating Apps

			not allow purchases so students can play.
If the App required a response, was it appropriate? (right or wrong)	x		Requires students to solve the puzzles. Times students and rewards with points to earn trophies.
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		Lots of extras. May be distracting for students.
Did you like using the App?	x		I liked the app as soon as I opened. The more I used it the more it seemed to "markety" to me.
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	Initial download is free. App offers several free puzzles.
Were there in-app purchases? <ul style="list-style-type: none"> • If so, what were the additional costs? 	x		Each set of puzzles (Includes several) cost \$4.99
How does it compare to other apps that do the same?			I would probably find a better app.

Evaluating Apps

			This is a bit pricey for a school setting.
Additional Comments			

Developmentally Appropriate

Questions	Yes	No	Comments/ Notes
Child Development and Learning <ul style="list-style-type: none"> • Subject Matter appropriate? • Educational Focus? • Provides for Learning New Content? • Follows Appropriate Teaching Sequence? 			Benefits of Playing with puzzles includes improved cognitive skills, problem solving skills, fine motor development, hand and eye coordination and social skills. Very effective in a kindergarten classroom!
Individual <ul style="list-style-type: none"> • Does it match individual's abilities? • Does it meet individual's needs? 		x	App does not offer any help or suggestions for students.
Social/Cultural <ul style="list-style-type: none"> • Bias? • Commercialism Comments 	x		Very Disney commercialized. Purchases for everything.