

Evaluating Apps

Title: Kids Planet Discovery

Evaluators: Kennedy Capps & Baylee Nahlen

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	•		
Did the software crash?		•	
Was the content appropriate? Did it meet the user's needs?	•		I think this would be a good way to learn about the culture of the different countries and continents across the planet. It presented the information in a way that the student was more discovering it themselves. Like there was a puzzle for Alaska that was a moose, which is something that you would find in Alaska. There was a puzzle of baseball for America, as it is one of the most prized aspects of American culture.
Were the screens appealing? <ul style="list-style-type: none">• Color, items on screen, sounds	•		

Evaluating Apps

Is it easy to navigate?	•		
Is it easy to learn?	•		
Does the user need Supervision to use		•	
If the App required a response, was it appropriate? (right or wrong)	N/A	N/A	N/A
Were there bells and whistles? <ul style="list-style-type: none"> • If so, do they enhance instead of detract? • If not, should there be? 		•	
Did you like using the App?	•		
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 	•		You got one level free-the Continents level. They were having a sale to buy all of the other eight levels for \$4.99, which they were calling half-price. If you were to buy the levels individually, it would cost \$1.99 each.
Were there in-app purchases? <ul style="list-style-type: none"> • If so, what were the additional costs? 	•		None other than that to buy more levels to the game, no ads to buy things, or more lives.

Evaluating Apps

<p>How does it compare to other apps that do the same?</p>	<p>•</p>	<p>I liked this quite a bit. There are different games to teach you about the different aspects of a place. I worked through the continents level, where I did matching games, puzzles, and odd-one-out about the culture of whatever continent I was on at the time.</p>
<p>Additional Comments</p>		

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? 		<p>•</p>	<p>The subject matter is appropriate, it is educationally focused. It provides new learning content for each location that the student goes through so they can learn about different aspects of the country that they are looking at.</p>

Evaluating Apps

<p>Individual</p> <ul style="list-style-type: none">• Does it match individual's abilities?• Does it meet individual's needs?		<p>There is no individualizations with this app. Every student would be working on the same puzzles, matching games, or odd-on-out. Some students might have difficulty if they can't work puzzles, and there is no making it easier for them to work through it.</p>
<p>Social/Cultural</p> <ul style="list-style-type: none">• Bias?• Commercialism Comments		<p>There was no bias or commercialism comments. The app presented all information the same, regardless of what information, and there was not an overwhelming call to buy extras. The app really was about discovery learning.</p>