

## Evaluating Apps

**Title** ABCya (iPad)

**Evaluators** Bethany Niswonger

Questions	Yes	No	Comments/ Notes
Have you played enough to know every aspect? <ul style="list-style-type: none"> <li>• Did you try things that were wrong and/or unexpected</li> </ul>	X		
Did the software crash?		X	
Was the content appropriate? Did it meet the user's needs?	X	X	Some of the content that was labeled grade appropriate for Kindergarten, and even pre-k was too advanced for the young learners. One activity was labeling a calendar with the correct holidays. While the app would say what the holiday was, there were no clues as to what month it could occur. It didn't teach the content beforehand.
Were the screens appealing? <ul style="list-style-type: none"> <li>• Color, items on screen, sounds .....</li> </ul>	X		
Is it easy to navigate?	X		
Is it easy to learn?	X		
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? <ul style="list-style-type: none"> <li>• If so, do they enhance instead of detract?</li> </ul>		X	

## Evaluating Apps

<ul style="list-style-type: none"> <li>If not, should there be?</li> </ul>			
Did you like using the App?	X		
What was the cost? <ul style="list-style-type: none"> <li>Was there a "lite" version               <ul style="list-style-type: none"> <li>If so, was it enough</li> </ul> </li> </ul>	X		The app comes standard as the lite version, with 6 apps available for free that change weekly.
Were there in-app purchases? <ul style="list-style-type: none"> <li>If so, what were the additional costs?</li> </ul>	X		There are multiple subscription options for the premium version of the app, but all games that are only available through the premium version are free through the website. Therefore there is no free trial period offered per the FAQs on the app.
How does it compare to other apps that do the same?			The activities available on this app are pretty standard and comparable to other apps that have similar content.
Additional Comments			I really don't understand the reason behind making all the content free on the website and charging a subscription for using the same content on the app. The content seems really good, but they should find a way to make more free content available on the app. Sort of balance out the website and the app.

### Developmentally Appropriate

Questions	Yes	No	Comments/ Notes
Child Development and Learning <ul style="list-style-type: none"> <li>Subject Matter appropriate?</li> <li>Educational Focus?</li> <li>Provides for Learning New Content?</li> <li>Follows Appropriate Teaching Sequence?</li> </ul>	X	X	The subjects are appropriate for kids, but the developer needs to find a new way to determine what grade levels each game is for. Some games are too advanced and labeled for young learners and some games are good for young learners but are labeled for older grades.

## Evaluating Apps

<p>Individual</p> <ul style="list-style-type: none"> <li>• Does it match individual's abilities?</li> <li>• Does it meet individual's needs?</li> </ul>	X	X	<p>Most of the games are appropriate, but there is the issue of too young and too old content for certain ages.</p>
<p>Social/Cultural</p> <ul style="list-style-type: none"> <li>• Bias?</li> <li>• Commercialism Comments</li> </ul>		X	<p>There is no social or cultural bias present, on the calendar activity, they include holidays from other cultures. I don't understand the commercialism aspect this developer is using. All the content that is locked without a subscription is easily accessed on a web browser, kind of defeating the purpose of charging a subscription fee for the app. They need to find a balance between the two.</p>

**Version:** 2.2.4

**Publisher:** ABCya.com

**Target Audience:** App store: 4+, Made for ages 6-8, Developer says grades K-6+

**Type:** Drill and practice, this app does not teach content, it allows for practicing skills that have already been taught.

**Curriculum:** This app would be acceptable to incorporate into a technology center, but it wouldn't be used to teach a lesson, only to practice skills individually.

**Cost:** There are many subscription options. The app itself is free. The premium family plan has no ads, gives complete mobile access, and allows 5 devices for 9.99 a month, 44.99 for 6 months, or 69.99 for a year. The premium classroom plan allows up to 30 devices for 299.99 per year.

The first time you open the app, you are brought to the main menu which has the 6 free apps of the week on the very top. Under those are the grades you can choose from, which will bring up a selection of games appropriate for that grade organized into categories by subject. If you continue on the main screen, all the games are listed in various categories, and they are a combination of subscription games with the six free mixed in. There are much more games that require the subscription than there are free.

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I would say this app is not useful without a subscription. The subscription is not worth the cost because all of the games are available without a subscription through the ABCya website. I can easily visit the website through my safari browser and access all content for free rather than clogging my storage on my device and paying a fee for doing so. The app for this content is just not reasonable. There is no way to justify paying for the app.