<u>**Title**</u> Dog Town (iPad)

<u>**Evaluators**</u> Bethany Niswonger

Questions	Yes	No	Comments/ Notes
Have you played enough to know every aspect? • 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		
Were the screens appealing? • Color, items on screen, sounds ……	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? • If so, do they enhance instead of detract? • If not, should there be?		X	
Did you like using the App?	X		

What was the cost? • Was there a "lite" version ○ If so, was it enough	X	X	The app is free, and has a lot of free content, but requires purchases to speed up certain processes like dog development or making food, etc.
Were there in-app purchases? • If so, what were the additional costs?		X	In app purchases as a way to advance in the game faster.
How does it compare to other apps that do the same?			N/A
Additional Comments			

Developmentally Appropriate

Questions	Yes	No	Comments/ Notes
Child Development and Learning • Subject Matter appropriate? • Educational Focus? • Provides for Learning New Content? • Follows Appropriate Teaching Sequence?	X	X	This is a great app for social emotional development, allowing users to virtually care for animals in all ways.
Individual • Does it match individual's abilities? • Does it meet individual's needs?	X		
Social/Cultural • Bias? • Commercialism Comments		X	

Version: 8.4

Publisher: Frismos

Target Audience: 4+

Type: Simulation, allowing the users to interact with virtual community by caring for pets similar to the way they would in real life. This game introduces basic pet care and needs.

Curriculum: This is a great tool to have in a technology center that allows for social emotional development and an understanding of social studies and how pets are incorporated into our lives.

Cost: Free unless you want to pay for faster advancement through the game.

When you first open the app, it brings you to a room that is a tutorial walk through of all the features of the app. It allows for step by step instruction that guides the user through the app and teaches them all the aspects of caring for the pets in the virtual world. They practice these skills many times before adventuring on their own to complete quests and earn rewards. The rewards come in the form of additional pets or coins to spend in the store to upgrade your pets' accessories. The coins are also used to provide food and other necessities for your pets.

This is a fun app that allows students to experience cause and effect, by caring for pets. It allows for development of problem-solving skills as well as social emotional development. It was very easy to use thanks to the walk-through tutorial in the beginning. The appearance is stellar, it is almost 3-D. Although you can tell the pets are cartoons, the app identifies them correctly by breed, teaching the users about the different breeds of dogs that there are and what the characteristics that each have from puppy to adult dog.