Title: Homer

Evaluators Hannah, Blair, Ellen

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 o If so, was it enough			

			Free app and in app purchases of $9.99 per month
Were there in-app purchases? • If so, what were the additional costs?			$9.99 per month
How does it compare to other apps that do the same?	x		
Additional Comments			n/a

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		
Individual • Does it match individual's abilities? • Does it meet individual's needs?	x		
Social/Cultural • Bias? • Commercialism Comments			

Evaluation:
App: Homer
Version: 9.0
Developer: HOMER
Free app and in app purchases -yes with different types of monthly memberships
Targeted Audience: made for ages 4-5 years of age.
Type of software: educational Discovery learning
Curriculum: This can be used across all curriculum, it offers music, art, math, reading and writing.

When you open the app there is a play button, this allows access to the rest of the learning games, there are large icons and music that are color filled and easy to navigate. Each game focuses on a different theme and learning standard. This could be implemented into a classroom setting with small group or individual use.

First impression, it is easy to use, the sound is pleasant and there is positive reinforcement when the answer is correct. Each game is styled and themed in a different way to keep children from being distracted. The app does not crash and offers something for everyone within the age group. The directions are verbalized, and it has the written direction as well. I think the positive encouragement is a feature that will keep students engaged and not to get bored so easily, the music, colors and variety of games will also keep students engaged.

One feature that this lack is in the parent / grown up section and it does not allow for a progress report or learning tracking feature. This is limited and I feel like even though this is a multi-profile app, that this needs to have a progress tracker to ensure that children are truly learning.