

Evaluating Apps

Title Explain Everything

Evaluators Bethany

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?			
Were the screens appealing? <ul style="list-style-type: none"> • Color, items on screen, sounds 			
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)			
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 			There was no lite version and it did not allow you to access the

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			app without either starting the free trial or paying per month or year
<p>Were there in-app purchases?</p> <ul style="list-style-type: none"> If so, what were the additional costs? 	x		There are two free trial options with different payment options. The free 7 day trial is \$6.99/month after and the 30 day trial is \$69.99/year after.
How does it compare to other apps that do the same?			
Additional Comments			

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>Individual</p> <ul style="list-style-type: none"> Does it match individual's abilities? Does it meet individual's needs? 			

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<p>Social/Cultural</p> <ul style="list-style-type: none">• Bias?• Commercialism Comments			
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