

Evaluation Write-Up

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App Title: ATM Simulation

Publisher or Producer: Topebox Co. Ltd.

Version of App: 1.1.0

Target Audience: 4+

Type(s) of Software: Simulation – This app allows the students to experience what it is like being a bank teller and handling monetary transactions quickly.

How does it fit into the curriculum? It can be used to help students count or get better at handling monetary transactions.

Cost or in-app purchases: Free

Description of the Software: It was very basic. It had two modes (Arcade mode and Beat the Clock mode). In the Arcade mode you had more time to hand out the money. The faster you did it, the more time you received to keep going. In the Beat the Clock mode, you had a certain amount of time to hand out the money.

Impression of the Software: It was a good, but basic app. We feel like there should have been an option to take the timer off so students could practice before they were timed. Overall, it was a decent app for allowing students to see what it is like handling money in a timely manner. However, we feel like the timer would disrupt students' learning in the lower grades.

Does the software pass APPS: No