Evaluating Apps

<u>Title</u> Hopscotch

<u>Evaluators</u> Sydney Sweat, Corey Anderson, Katie Anderson

Questions	Yes	No	Comments/ Notes
 Have you played enough to know every aspect? 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?	x		
Were the screens appealing? • Color, items on screen, sounds	×		
Is it easy to navigate?	X		
Is it easy to learn?	X		Yes, but could take some time for young users.
Does the user need Supervision to use		X	
If the App required a response, was it appropriate? (right or wrong)	x		When you first get on the app, it asks if you are a parent or teacher, and if you are a student it tells you to ask a parent.
Were there bells and whistles? • If so, do they enhance instead of detract? • If not, should there be?	x		There are many different templates and ways to create the codes.
Did you like using the App?	X		
What was the cost? • Was there a "lite" version ○ If so, was it enough		X	No cost for the free version.

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Were there in-app purchases? • If so, what were the additional costs?	X		If you want to be able to create and save more games, you have to make an in-app purchase of \$7.99/month or \$79.99/year. It also lets you try it free for 7 days before you make the purchase
How does it compare to other apps that do the same?			A few of the features are different such as there being someone on the video talking you through the tutorials.
Additional Comments		X	

Developmentally Appropriate

Questions	Yes	No	Comments/ Notes
Child Development and Learning			
 Subject Matter appropriate? 			
 Educational Focus? 			
 Provides for Learning New 	X		
Content?			
 Follows Appropriate Teaching 			
Sequence?			
Individual			
 Does it match individual's abilities? 	X		
 Does it meet individual's needs? 			
Social/Cultural			
• Bias?		X	
 Commercialism Comments 			