## Evaluating Apps

## <u>Title</u> Move the Turtle

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Questions	Yes	No	Comments/ Notes
<ul> <li>Have you played enough to know every aspect?</li> <li>Did you try things that were wrong and/or unexpected</li> </ul>	X		
Did the software crash?		X	
Was the content appropriate? Did it meet the user's needs?	×		
Were the screens appealing?  • Color, items on screen, sounds	x		
Is it easy to navigate?	X		
Is it easy to learn?		x	Once you get the hang of it, it would be easy.
Does the user need Supervision to use		×	
If the App required a response, was it appropriate? (right or wrong)	×		
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?			\$2.99

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<ul> <li>Was there a "lite" version</li> <li>If so, was it enough</li> </ul>		
Were there in-app purchases?  • If so, what were the additional costs?	X	
How does it compare to other apps that do the same?		Targeted for younger students
Additional Comments		Difficult, takes practice

# **Developmentally Appropriate**

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

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