

Evaluating Apps

Title: Explain Everything

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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 	X		
Did the software crash?		X	
Was the content appropriate? Did it meet the user's needs?	X		
Were the screens appealing? <ul style="list-style-type: none"> Color, items on screen, sounds 	X		
Is it easy to navigate?	X		Easy to follow
Is it easy to learn?	X		Yes, guidance videos included!
Does the user need Supervision to use		X	
If the App required a response, was it appropriate? (right or wrong)			N/A
Were there bells and whistles? <ul style="list-style-type: none"> If so, do they enhance instead of detract? If not, should there be? 	X		Customizable!
Did you like using the App?	X		
What was the cost? <ul style="list-style-type: none"> Was there a "lite" version 		X	There may be farther within the

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<ul style="list-style-type: none"> ○ If so, was it enough 			app, but didn't see any
Were there in-app purchases? <ul style="list-style-type: none"> • If so, what were the additional costs? 		X	We didn't see any in the app or the website
How does it compare to other apps that do the same?			It's probably easier than a lot of similar apps. We love all the user friendly videos
Additional Comments			

Developmentally Appropriate

Questions	Yes	No	Comments/ Notes
Child Development and Learning <ul style="list-style-type: none"> • Subject Matter appropriate? • Educational Focus? • Provides for Learning New Content? • Follows Appropriate Teaching Sequence? 	X		It allows for creativity
Individual <ul style="list-style-type: none"> • Does it match individual's abilities? • Does it meet individual's needs? 	X		It can meet many different levels of ability

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