

Evaluating Apps

Title: Letter Tracing

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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		
Is it easy to learn?	X		
Does the user need Supervision to use		X	
If the App required a response, was it appropriate? (right or wrong)	X		
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		Tracing to learn letter lines
Did you like using the App?	X		
What was the cost? <ul style="list-style-type: none"> Was there a "lite" version 		X	

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○ If so, was it enough			
Were there in-app purchases? <ul style="list-style-type: none"> If so, what were the additional costs? 		X	
How does it compare to other apps that do the same?			Some have more to trace or more games included, other games give more freedom when tracing
Additional Comments			Good for easily distracted students

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

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