### Evaluating Apps

#### Title: Mindmeister (Mind Mapping)

### Evaluators: Rachel Worthington, Terrilynn Miller, Claire Reid

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>	×		
Did the software crash?		х	
Was the content appropriate? Did it meet the user's needs?	x		
<ul><li>Were the screens appealing?</li><li>Color, items on screen, sounds</li></ul>	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)			N/A
Were there bells and whistles? • If so, do they enhance instead of detract? • If not, should there be?	x		Add emoji's, colors, shape, and font. Very easy to personalize
Did you like using the App?	x		

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<ul> <li>What was the cost?</li> <li>Was there a "lite" version</li> <li>If so, was it enough</li> </ul>	x	
<ul><li>Were there in-app purchases?</li><li>If so, what were the additional costs?</li></ul>	x	
How does it compare to other apps that do the same?		This one is really fun to play with, students would really enjoy it
Additional Comments		Some features require a free account

## 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>	×		

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Social/Cultural • Bias? • Commercialism Comments	×	