

Evaluating Apps

Title: Quafter (Crafter)

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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		Better range of user than the other app
Were the screens appealing? <ul style="list-style-type: none"> Color, items on screen, sounds 		X	Very organized, but nothing really stand out
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? <ul style="list-style-type: none"> If so, do they enhance instead of detract? If not, should there be? 		X	Basic, but had the tools needed for QR codes

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Did you like using the App?	X		
What was the cost? <ul style="list-style-type: none"> Was there a "lite" version <ul style="list-style-type: none"> If so, was it enough 		X	Free
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?			User friendly
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		
Individual <ul style="list-style-type: none"> Does it match individual's abilities? Does it meet individual's needs? 	X		

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